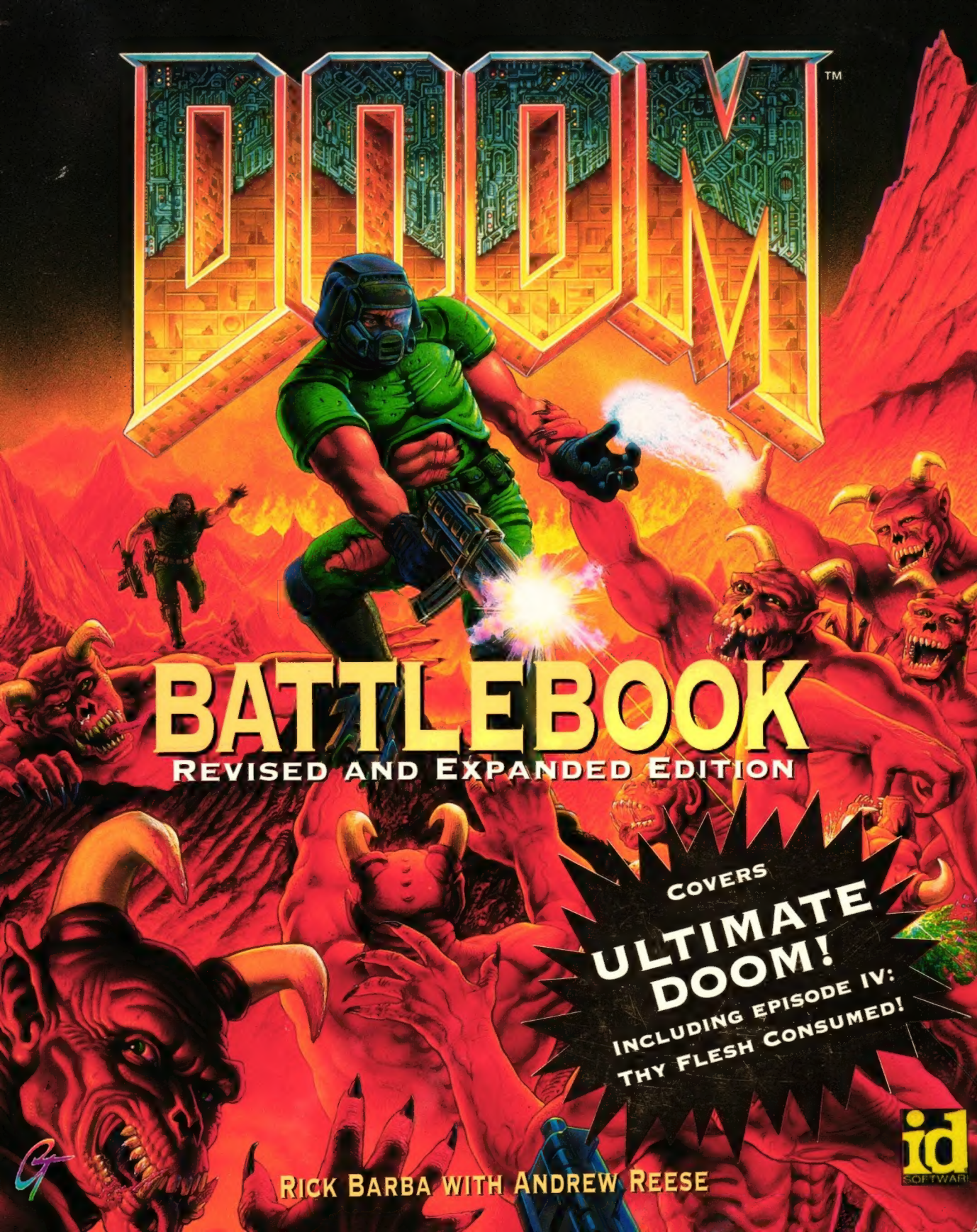


DOOM™



BATTLEBOOK

REVISED AND EXPANDED EDITION

COVERS
**ULTIMATE
DOOM!**

INCLUDING EPISODE IV:
THY FLESH CONSUMED!

RICK BARBA WITH ANDREW REESE

id
SOFTWARE

ISBN 0-76150362-5



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DOOM BATTLEBOOK

REVISED AND EXPANDED EDITION

Rick Barba
with Andrew Reese

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ISBN: 0-7615-0362-5

Library of Congress Card Catalog Number: 95-74692

Printed in the United States of America

95 96 97 98 99 BB 10 9 8 7 6 5 4 3 2 1



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INTRODUCTION

**WELCOME BACK TO DOOM ...
NOW GET THE HELL OUT!**



INTRODUCTION



OK, you're haunted. You're seeing Cyber-Demon Lords in your dreams. You can't get to that Soul Sphere in the Military Base, and it's driving you nuts. You're a hopeless *Doom* addict. A Doomie. Yeah, it hurts. And yet . . . who would have thought going to Hell could be so much fun?

Doom was last year's gaming phenomenon. This year, *The Ultimate Doom* adds a new episode to the nightmare world with nine stunning new levels. *Doom* clones are still pouring into the marketplace, but *The Ultimate Doom* offers what others can't: that rich *Doom* environment and smooth, tough combat action. And *The Ultimate Doom* offers access to Dwango, the multiplayer wide-area network that puts Doomies into ultimate death matches. *Doom* set the standard for combat simulators, and *The Ultimate Doom* carries it, well, to the ultimate!

There are a lot of complicated, high-tech reasons for the kind of popularity *Doom* has enjoyed. Start with a TV-quality frame rate; a texture-mapping process that creates those seamless *Doom* walls, ceilings, and floors; a remarkable "virtual lighting" technique; a "nonorthogonal wall" technology that allows unprecedented realism of construction; and the stunning animation that makes things glow, bubble, and ooze.

The fact is, I could go on for pages about *Doom*'s tools and technology. But I won't. This is a "battlebook." Its purpose is to help you play the game better. If you want to know more about the source code behind *Doom*—or if you're looking for editor utilities, user-created add-on files and such—I recommend the extensive online game forums for *Doom* on CompuServe or other bulletin board services.

HOW TO USE THIS BOOK

Doom Battlebook offers two levels of help to beleaguered Marines out there. Part One, "General Strategies," gives you general combat tips, cheat codes, and specific information about all of the creatures, weapons, maps, artifacts, and toxic hazards that you'll find in *Doom*.

Part Two, "*The Ultimate Doom* Survival Guide," steers you through the difficult areas in the game, level by level. Each of *The Ultimate Doom*'s four episodes has nine levels—eight regular levels plus one secret level per



episode. This book gives complete solutions to the hidden areas on all thirty-six levels. Each chapter concludes with a full map of that entire level.

F Note: This guide probably won't let you beat the "par" times posted when you complete levels, but here's your first tip—nobody beats the par time in any level of *Doom* and still scores a perfect 100 percent in Kills, Items, and Secrets.

SYSTEM REQUIREMENTS

The Ultimate Doom requires an IBM-compatible 386SX/33 machine or better, running DOS 5.0 or higher, with at least 4 megabytes of RAM, a VGA graphics card, and a hard disk drive with 20 megabytes free.

While *The Ultimate Doom's* designers recommend a 486 or better with a Sound Blaster Pro or 100-percent compatible sound card, I had a fine, fast time on my Dell 386DX/33. For network play, you must be plugged into a network that uses the IPX protocol.

Here's a list of the sound cards supported by *The Ultimate Doom* (version 1.9): General MIDI, Adlib, Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Roland Sound Canvas, Gravis UltraSound, WaveBlaster, Pro Audio Spectrum 16, and compatibles.

GAME CONTROLLERS

As you know from your *Ultimate Doom* documentation, the game supports the usual controllers—keyboard, mouse, trackball, and joystick—as well as the Gravis Gamepad and the Logitech Cyberman.

Although you can use these controllers in various combinations, the keyboard-only option seems to give you the best overall control. Another recommended option is the keyboard and mouse combo, which lets you control movement with the keyboard's arrow keys and use the mouse for fine rotational control when you're firing weapons.

PART
ONE

GENERAL STRATEGIES

HOW TO MASTER DOOM

First things first. Any cheat book worth its salt should immediately list all cheat codes available to players. Like many games of its kind, *Doom* is very obliging when it comes to such codes. With a few keystrokes you can become the pitiless god of Phobos—all-seeing, all-knowing, immortal, invincible, unstoppable.

Of course, if you're new to *Doom*, be a good Marine and skip this section . . . for now, anyway. But if you've been hopelessly banging away at Cyber-Demon Lords without benefit of a BFG 9000, and you're frustrated to the point of babbling aphasia, you might want some help.



PART ONE GENERAL STRATEGIES

God Mode. Isn't "degreelessness" great? Just type **iddqd** and check out your guy's glazed eyes. You'd look like that too if you suddenly got invincible.



CHEAT CODES

What follows is a list of all the *Doom* cheat codes that directly affect play. To invoke any cheat code, simply type the code letters at any time during play in a level (unless otherwise indicated below). It is not necessary to hit **Enter** after typing the code.

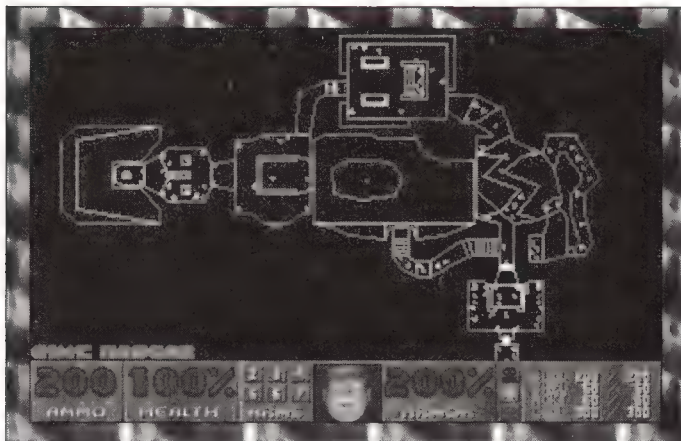
IDDQD

This code invokes God mode, a state of invincibility that is most pleasing. Your health rating shoots to 100 percent, and nothing can harm you, including exploding barrels, slime pits, or crushing ceilings. Text acknowledgment: "DEGREELESSNESS MODE ON."

IDDT (AUTOMAP MODE ONLY)

This code toggles your Automap from Normal to Full (showing all rooms) to Full With Objects (including all artifacts and enemies). Text acknowledgment: None.

PART ONE GENERAL STRATEGIES



Full Map (with objects). Press **Tab** to bring up your Automap screen, then type **iddt** twice. You'll end up with a full map showing the location of all objects, artifacts, and creatures.

IDKFA

This code gives you all seven weapons, full ammo for each weapon, and 200 percent armor. It also gives you all of the skull keys (blue, yellow, and red) that you need for the current level. Text acknowledgment: "VERY HAPPY AMMO ADDED."

IDBEHOLD

This code lets you choose from a list of *Doom*'s standard power-up qualities. After you type **idbehold**, quickly type the letter that corresponds to the power-up you wish to invoke (see list below). Text acknowledgment: "POWER-UP TOGGLED."

- V = INVULN (Invulnerability Artifact)
- S = STR (Berserk Pack)
- I = INVISO (Partial Invisibility Artifact)
- R = RAD (Radiation Suit)
- A = ALLMAP (Computer Map)
- L = LITE-AMP (Light-Amplification Goggles)



PART ONE GENERAL STRATEGIES

IDSPISPOPD

The ultimate cheat. Toggle on this code to literally walk through doors and walls, climb lifts, go *anywhere*—even outside the boundaries of the level. However, you cannot pick up objects while in this mode. Text acknowledgment: “NO CLIPPING MODE ON/OFF.”

IDCLEV [EPISODE #] [LEVEL #]

This code lets you jump to any episode, any level. Nice, except that when you arrive, your ratings are all reset to beginner’s levels: 100 percent health, no armor, pistol only, fifty bullets only. Text acknowledgment: None.

IDCHOPPERS

This code replaces your fists with a chainsaw in the Weapon #1 slot. Text acknowledgment: “. . . DOESN’T SUCK_GM.”

IDMYPOS

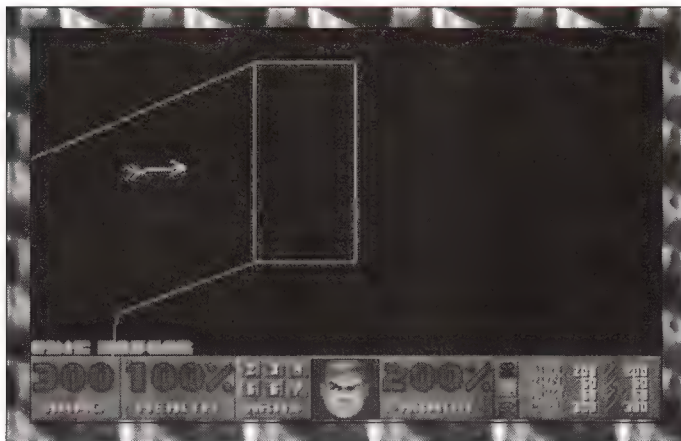
This code displays your heading angle and gives your x, y coordinates in hex code. This is only useful, obviously, if you happen to understand what the heck hex code is and how it applies to you.

USING THE AUTOMAP

If you gotta go to hell, it’s nice to have a map. In *Doom*, you’re equipped with an Automap device. When you press **Tab**, you get a schematic overview of the current level, displaying everything you’ve explored so far. The white arrow represents *you*.



PART ONE GENERAL STRATEGIES



Automap Zoom. See that white arrow? That's you. Note that the other side of the door (double line) is unmapped because you haven't explored it yet.

If it doesn't look quite like a white arrow, zoom in by pressing the **[+]** key. Zoom back out by pressing the **[-]** key. Press the number **[0]** to toggle between zoom and full view.

MOVING ON THE MAP

Press the arrow keys to move yourself (the white arrow) while viewing the Automap. As the *Doom* manual suggests, this might be dangerous, since you can't see enemies in this mode. But there will be times when an area is fully explored and clear of monsters, and you just want to move quickly to another section of the level. In this case, it's a good idea to travel while using the Automap screen.

SCROLLING THE MAP

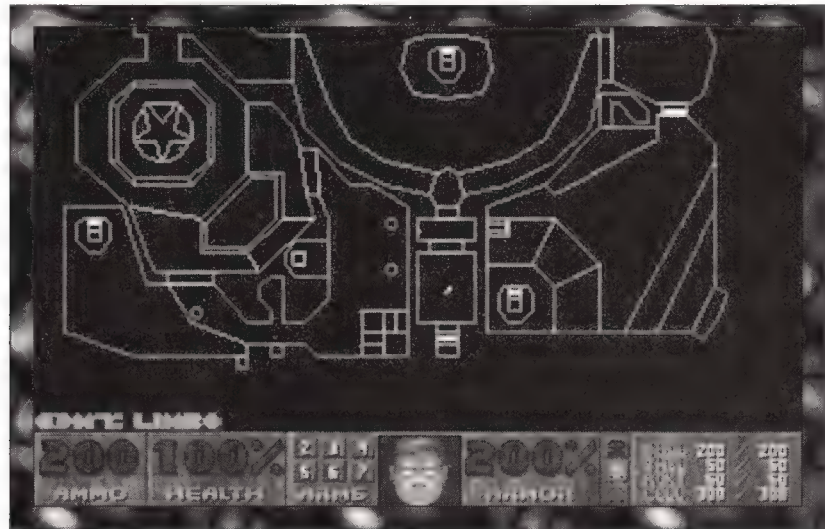
There will be many times when you want to scan the map to look for clues or refresh your memory of the level. To scan the Automap without moving yourself, press **[F]** to turn off Follow mode, then use the arrow keys to scroll the map around. Press **[F]** again to toggle Follow mode back on.



PART ONE GENERAL STRATEGIES

MAP KEY

Your Automap uses different colors (yellow, red, and gray) and line patterns to indicate different areas in each level. Be aware, however, that there is an odd lack of consistency on occasion.



Map Key.

Your Automap is a maze of colored lines that all mean something. But what?

Check out the map guide below. When you find exceptions (and you *will*), remember that consistency is the hobgoblin of little minds.

- **Red (single)** = solid wall (may be a hidden opening, however)
- **Red (double)** = passageway into previously sealed chamber
- **Yellow (single)** = open area or passageway
- **Yellow (double)** = doorway (may be open or closed)
- **Yellow (multiple)** = hidden platform, stairway, or bridge (now raised)
- **Gray (single)** = platform; ledge; slime pool boundary; obstruction (box, post, or column); general area marker
- **Gray (double)** = window or balcony (no passage)
- **Gray (multiple)** = stairway

PART ONE GENERAL STRATEGIES



With Computer Map only:

- **Bluish-gray line** = unexplored area

If you've played *Doom* even a little and used the Automap, you've probably already seen violations of these map rules. Sometimes a single yellow line will be a *closed* door; sometimes a double gray line is an *open* door. On one level I found a corridor filled with yellow lines that merely represented rows of ceiling lights! (They had nothing whatsoever to do with solving the level.) All I can say is, don't take anything for granted on the *Doom* map. Just try everything.

MAP MARKING

While on the Automap screen, press **[M]** to mark your location on the map. This places a number over your location. Press **[C]** to clear all markers from the map.

- ☆ **Tip:** Map marking is a handy feature, but it's a very, very good idea to sketch a pencil-and-paper map as well—a rough one at least, with general area marks. If you quit to DOS or your system crashes, you'll lose *all* map marks in *all* levels.

Note that for some reason, certain 386 machines—mine, for example—do not like map marking. Almost every time I marked a spot on my Automap, my system would crash shortly thereafter, leaving a “Bad V_DrawPatch” error message. If you do set marks, be sure to save your game frequently . . . and cross your fingers.



HIDDEN AREAS

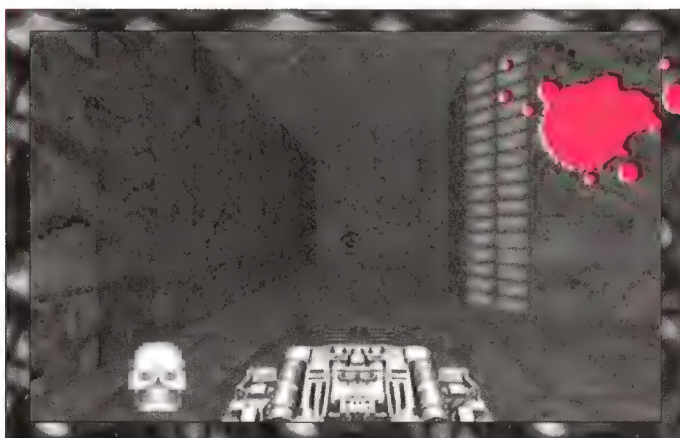
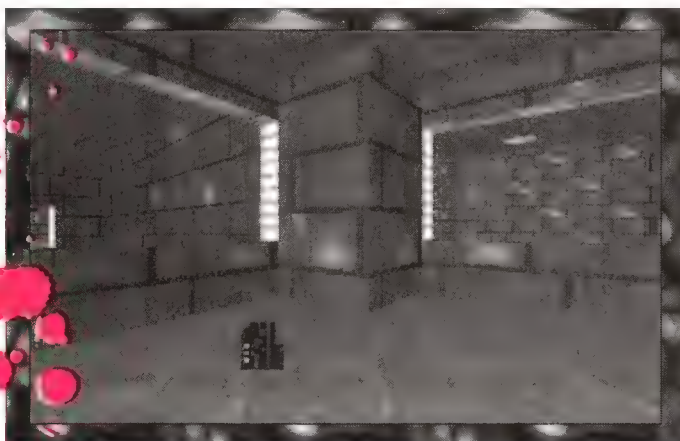
Doom is indeed “an action-oriented slugathon,” as its manual observes. But it is also a cleverly constructed maze, full of secret rooms activated by mind-challenging mechanisms. Finding hidden areas requires wits, patience, and sometimes a little hand-eye coordination.



PART ONE GENERAL STRATEGIES

LOCKED DOORS

Certain areas in *Doom* are barred by doors with security locks that can only be opened with color-coded security cards or “skull” keys—red, yellow, or blue. Other security doors can be unlocked by flipping a switch somewhere in the complex. For more on this, see “Switches” on the next page.



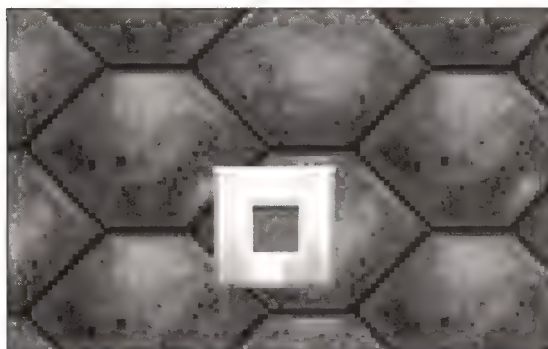
Door Access. Color-coded cards or “skull” keys open locked security doors in most *Doom* levels.

PART ONE GENERAL STRATEGIES



SWITCHES

You can access many hidden areas by activating switches. There are several different kinds of switches in *Doom*, so be sure you try to “open” anything that looks different or interesting. The figures below show most of the switch types that you’ll find.



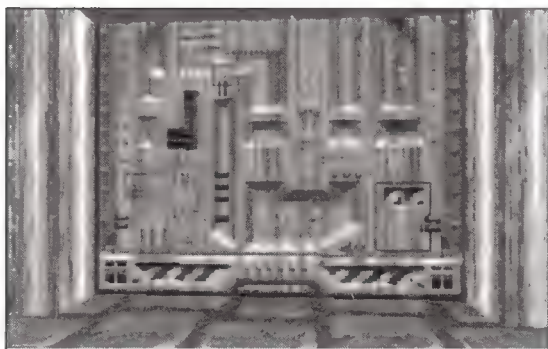
Switches. These are some of the various types of switches you’ll find in *Doom*.



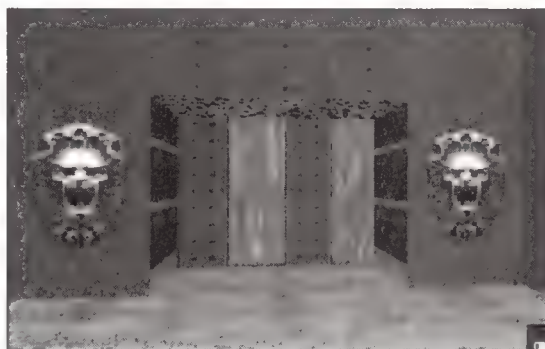
PART ONE GENERAL STRATEGIES

To activate a switch, simply approach it until you can't go any farther, then press Spacebar. If you've done it right, you'll see a change in appearance (light turns on, handle flips, for example) and hear a *click*. Note that flipping on a switch may activate something nearby, say, the wall behind the switch itself; or it may do something in an entirely different room. In any case, flipping a switch always does *something* to the maze.

DOORS



Doors. These are some of the various types of doors you'll find in Doom.



PART ONE GENERAL STRATEGIES



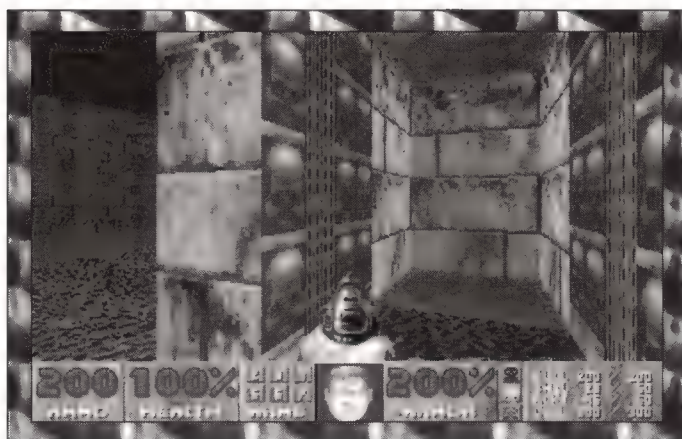
Doors are everywhere in *Doom*. In most cases you simply approach the door and press **[Spacebar]**. In some cases you open a door by flipping a switch. Watch for special clues that reveal a secret door, such as a section of wall that's different in color or texture, or flashing lights.

ELEVATORS

There are a lot of elevators in *Doom*. As the *Doom* manual explains, some of them operate continuously, while others must be activated in different ways. Some elevator platforms lower automatically when you approach. Others activate only after you approach them and press **[Spacebar]**. Still others must be activated by pressing a nearby switch.

TELEPORTS

Teleports beam you to different locations within a given level. To teleport, all you have to do is walk over the glowing floor insignia. Be ready for action, though. Demons tend to regard teleport terminals as a beastly sort of fast-food window.



Teleports. Have a good all-purpose weapon (like a shotgun or plasma rifle) ready before you step into one of these evil-looking things. You never know what hungry thing might be hanging out at your teleport destination.



"HEAR-ONLY" HIDDEN AREAS

Occasionally, your only clue to a hidden area will be auditory—that is, you'll hear the hiss of an activated elevator or door, but you won't see it. If that happens, open your Automap. Move back and reapproach the area you just entered. When you hear the door or lift activate again, scan the map for any changing element, for example, a gray line turning yellow.

If you spot the hidden passage on the map, you'll probably have to exit and reenter the area to reactivate it, then make a mad dash before it closes again. This may take a few attempts, but sooner or later you'll get there.

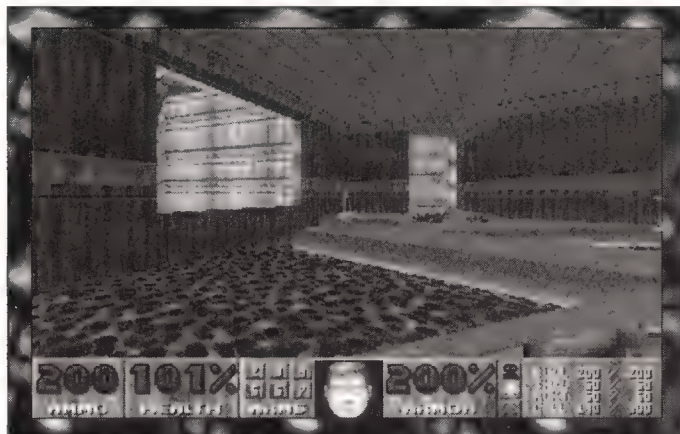
TOXIC HAZARDS

Phobos is not a healthy place to hang out. Aside from monstrous mutant creatures, there are plenty of other hazards to your guy's well-being.

SLIME POOLS

Doom slime pools cause health damage and (usually) armor degradation as well. The damage continues as long as you remain in the slime, bring-

Slime Pool. Slime pools hurt. Try to stay clear unless you happen to be invincible or you're wearing a radiation suit.



PART ONE GENERAL STRATEGIES



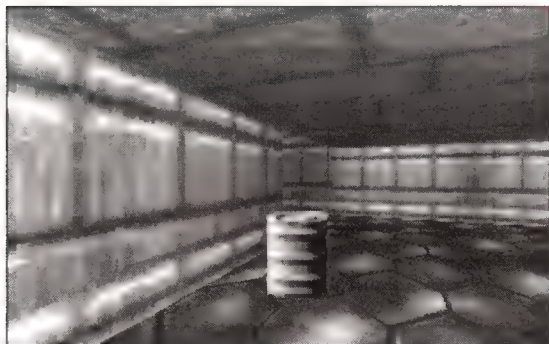
ing your health and armor ratings down in varying degrees. Unfortunately, there seems to be no strict formula for determining rates of damage in slime pools.

Example: As Episode One begins, you'll find that the green slime in the Hangar takes your health rating down in increments of 2 percent and leaves your armor rating unaffected. Two levels later—in the Military Base—the same green stuff suddenly takes your health down in 7 percent increments and your armor down in 3 percent chunks. Yet on the next level, in the Toxin Refinery, I found that one green pool took down both ratings in increments of 1 percent, while another green pool nearby degraded both at a 5 percent clip! Was there a detectable difference between the two? None that I could see.

Other colors of slime (red, red/yellow, blue) are not consistent from level to level either. Note, however, that most nongreen slime seems to damage both health *and* armor. And if your armor erodes completely to 0 percent, the rate of damage to your health usually increases significantly—in fact, it usually doubles.

Unfortunately, some slime pools must be explored to solve certain levels. But the *Doom* design is very fair: you can generally find radiation suits near large or multichambered slime pools that require exploration.

EXPLODING BARRELS



Waste Barrel. Watch out! These things blow up really, really good.



PART ONE GENERAL STRATEGIES

Those drums of toxic waste scattered around each level can be useful if you blow them up. (See my combat tips at the end of Part One.) But keep your distance. If a barrel explodes too close to you, it will erode both your health and armor. In fact, if you have an armor rating of 0 percent and stand right next to a barrel that explodes, you can lose more than 50 health points!

CEILING TRAPS

Most of the crushing ceiling traps in *Doom* are easy to spot, but a few will surprise you. Be wary, and save your game frequently. If you get caught under a ceiling trap, don't panic. You can often escape, though you'll lose some health and armor points.

WEAPONS

As you may have noticed, none of the seven weapons available in *Doom* is perfect (although the BFG 9000 is darn close). Each weapon has both good and bad points, depending on the situation. Here's a look at the various weapons, with suggestions as to when and how each should be used. You'll also find a chart listing the number of hits needed to kill each type of enemy.

FIST

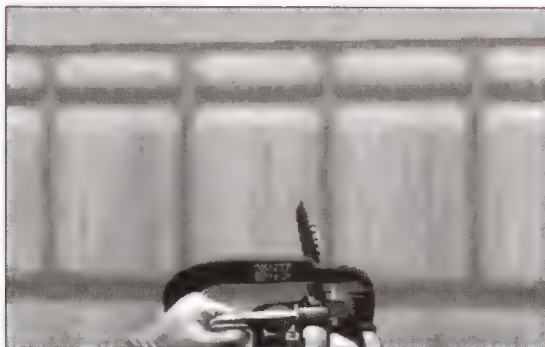
Use fists only as a last resort, except during those wonderful twenty seconds immediately after you pick up a Berserk Pack.



PART ONE GENERAL STRATEGIES



CHAINSAW



Great gory fun. Very effective in tight quarters, especially with nonshooting enemies. In fact, this is probably your best weapon for Demons and Spectres. Also note that Cacodemons will *turn away* when you start sawing them, rendering them unable to hit you with their deadly spitballs of fire.

PISTOL

Not bad for close work against mutant Marines or even Imps, but pistols are pretty useless beyond that. For example, it takes about 14 pistol shots to kill a Demon, and something like 100 shots to take down a Baron of Hell.





PART ONE GENERAL STRATEGIES

SHOTGUN

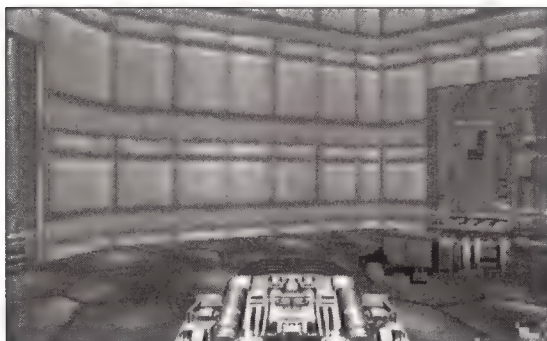
Brutally good for up-close-and-personal fighting; two or three shotgun blasts will eliminate most things. Barons and bosses generally require heavier firepower, though.



The big drawback of the shotgun is the downtime between shots as you pump in a new shell; the pause often lets mutant bad guys get in their licks. Try moving laterally between shotgun blasts to dodge enemy fire. In wild, multimonster mêlées, you'd best use a weapon with rapid-fire capability.

CHAINGUN

The rapid fire is nice, keeping opponents from getting off their own blasts. But individually, chaingun bullets pack the same punch as pistol

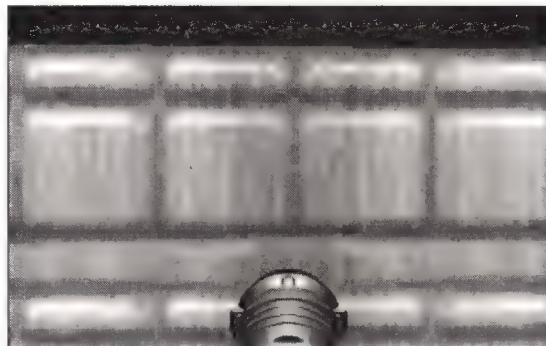
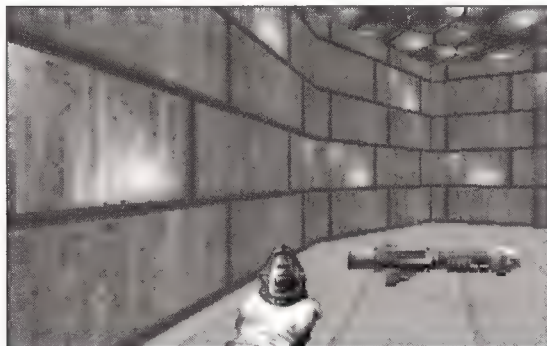




shots. So you'd have to expend fifty rounds or so to terminate a Cacodemon, for example. The chaingun's not very efficient for nailing the nimble Lost Souls either. So it's best used with Marines, Imps, and Demons.

ROCKET LAUNCHER

Aside from the BFG 9000, your rocket launcher is your best long-distance weapon. Even a near hit with a single rocket will take out multiple Marines, Imps, Demons, Spectres, and Lost Souls. Two direct rocket hits will pop open a Cacodemon, and five will lay a Baron of Hell to waste.



Big bosses shrug off rockets, though. For example, the Cyber-Demon Lord at the end of Episode Two requires twenty *direct* rocket hits before he goes down. But remember that direct hits are not always easy to accomplish. Unless you're very good, count on something more like fifty rockets before you terminate a Cyber-Demon.

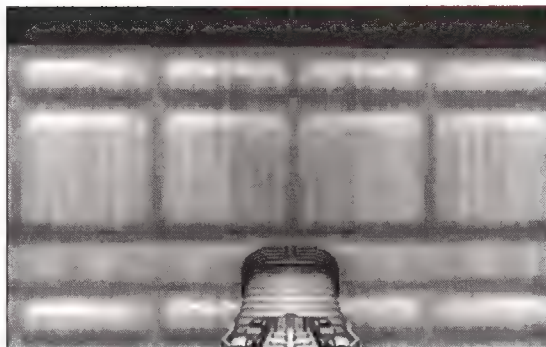
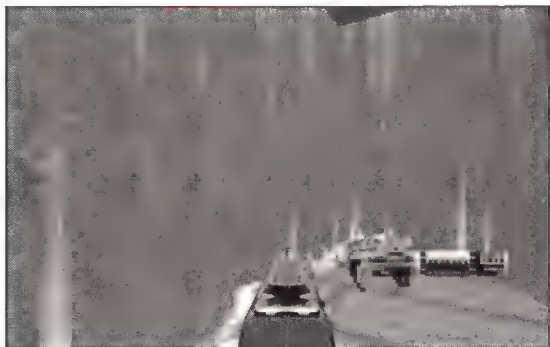


Warning: Do not use rockets for infighting! If you blast a nearby mutant with a rocket, you'll take damage too. If you find yourself in the midst of a *mêlée*, better run and fire from a distance, or simply switch weapons.



PART ONE GENERAL STRATEGIES

PLASMA RIFLE



Here's a good angry weapon, effective at any distance. Lean on the trigger of this baby to spew nonstop rounds of deadly plasma energy. The beauty of the plasma rifle is its rapid-fire action—lots and lots of rounds roaring out in short order. A single round of plasma will eliminate a Marine; you'll need two direct hits per Imp; three rounds per Lost Soul; five or six for a Demon or Spectre; and about eighteen for Cacodemons.



Warning: Plasma fire blocks your view somewhat. This can be problematic in the midst of a *mêlée*.



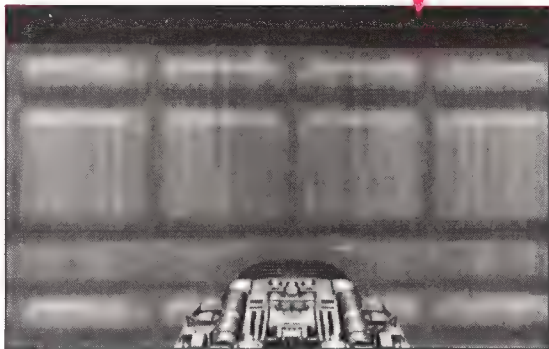
Note: You'll find no plasma rifles in Episode One: "Knee-Deep in the Dead."

BFG 9000

The manual calls it "the prize of the military's arsenal . . . great for clearing the room of those unwelcome guests." A single BFG blast expends forty energy cells and will eviscerate anything in the vicinity, short of an episode-ending big boss. Hey, even the game-ending Spider-Demon went down after only three solid hits from my BFG. This weapon's only drawback: lots of downtime between shots.

Say, what do you suppose "BFG" stands for?

PART ONE GENERAL STRATEGIES



 **Note:** You'll find no BFG 9000s in Episode One.

Number of Direct Hits Needed to Kill Enemies

Monster	Bullets	Shells	Rockets	Plasma	9000
Private	2	1	1	1	1
Sergeant	3	1	1	2	1
Imp	6	1	1	3	1
Demon	14	3	1	7	1
Spectre	14	3	1	7	1
Lost Soul	10	2	1	5	1
Cacodemon	36	6	2	18	1
Baron of Hell	100	15	5	15	1
Cyber-Demon	400	58	20	200	4
Spider-Demon	300	43	15	150	3



ENEMIES

Here's a quick overview of *Doom*'s bad guys and their characteristics, as well as a combat strategy for each.



MARINE PRIVATE

This former *semper fi* guy in fatigues has been transformed into a howling mutant commando. Weapon: single-shot rifle. Not particularly tough to kill; a single shot from most any weapon will suffice. When he dies, he'll drop an ammo clip for you.



MARINE SERGEANT

The Sergeant is the same as a Private, but comes armed with a shotgun. When killed, he'll drop his gun. If you pick it up, you get four shotgun shells (or a shotgun, if you don't already have one).

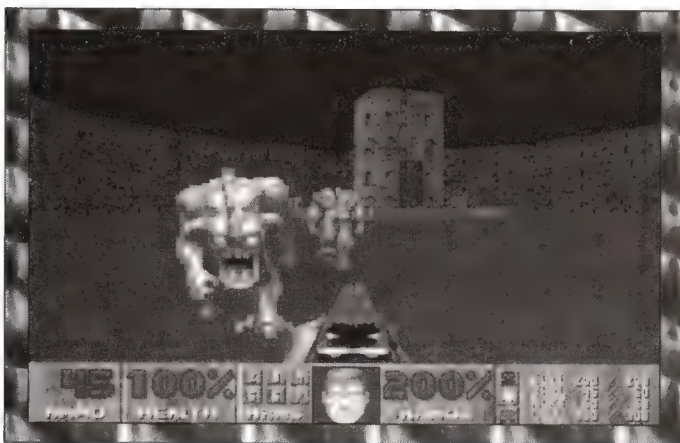


IMP

Well-described in the manual as a “thorny brown hominid,” this ugly creature heaves deadly fireballs that can cause major health damage (up to 15 points per hit) and armor deterioration. An Imp can absorb a lot of pistol shots (about six), but a single shotgun blast will usually kill it. Use a zigzag approach to avoid fireballs.

**DEMON**

This walking red bull is not quite as deadly as it seems because it has no long-range weapons, just teeth and claws and horns. But it can take punishment—at least three shotgun blasts and about fourteen bullets from a pistol or chaingun—and it can move to your flank with amazing alacrity. So fire from a distance; don’t let a Demon get close. Rocket launchers are perfect, if you have the room; a single rocket will gore a Demon quite nicely; so will six or seven plasma rounds.

**SPECTRE**

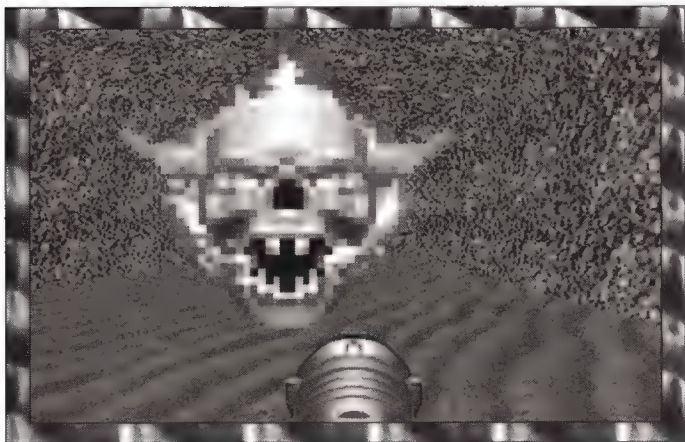
This is basically a Demon that happens to be almost invisible. Same strategy; don’t let it get close.

LOST SOUL

This flying, flaming skull is nimble and annoying, isn't it? Although technically it has no long-range weapon—only a hissing, fiery bite—a Lost

Soul is so quick that it can zoom in faster than an Imp's fireball. In fact, its speed can negate the long-range capability of your rocket launcher; the beast will sometimes dodge rockets.

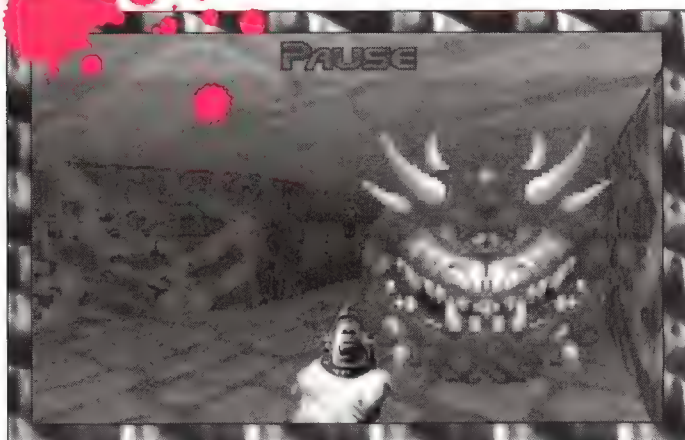
It's best to wait until a Lost Soul gets close before you fire. Fortunately, they explode pretty easily when you do hit them; a couple of shotgun blasts usually gets the job done.



Note: Lost Souls do not appear in Episode One.

CACODEMON

Sure, it looks like a one-eyed floating goofball. But without at least a shotgun, you're toast. His ball-lightning belches pack a big wallop, and you'll often expend so much time and ammo (about thirty-six bullets or six or seven shotgun blasts) trying to kill him, that you'll end up taking a lot of damage. Chainguns work well, though; continuous fire prevents them from spitting back.



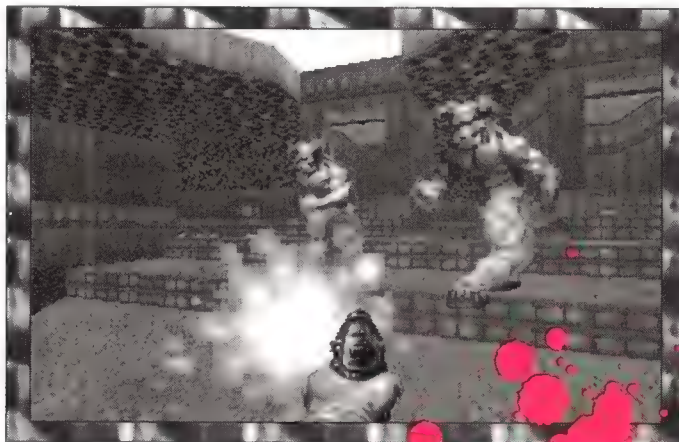
The Cacodemon's only real weakness is its low mobility. Until you've acquired the heavier weaponry, your best bet is to snipe at this guy from a distance while dodging his flameballs. Once you have the rocket launcher, two hits will usually pop a Cacodemon; so will about eighteen rounds from your plasma rifle.

Note: Cacodemons do not appear in Episode One.

BARON OF HELL

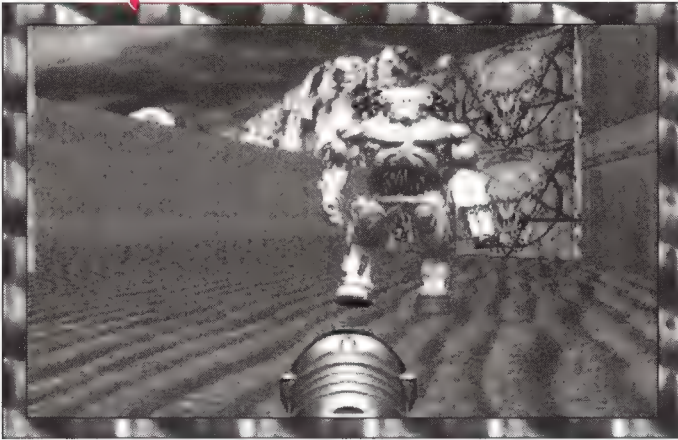
The *Doom* manual calls this Goliath "the worst thing on two legs since *Tyrannosaurus rex*" ... but that grossly understates its lethal power. I don't believe a *T-rex* could take four or five military rockets down the gullet and remain unfazed. Nor could any dinosaur known to science hurl green death bolts at you from a thousand paces.

A hundred rounds from a chaingun will kill a Baron. But it's unlikely you'll actually get off that many rounds—unless you have 100-plus ratings in both health and armor—since you'll take some damage yourself. Realistically, you'll want your rocket launcher (at least five to six rockets per Baron); or fifty rounds from a plasma rifle. Best, of course, is a single hit from your BFG 9000.



CYBER-DEMON LORD

Forget about it, man. You cannot slug it out toe-to-toe with this guy. His handheld missile launcher packs a megaton blast—40 to 50 points



health damage per hit! The Cyber-Demon Lord is the big boss star of Tower of Babel, the final level of Episode Two. If you haven't found a BFG 9000 by the time you meet him, you're in for a real brutal treat.

Really, all you can do is run and hide and peck away in a most cowardly fashion. I flung literally dozens of rockets at the beast, and it only seemed to annoy him. (It takes 20 *direct*

rocket hits to bring him down; 200 rounds from your plasma rifle; or 4 solid hits with the BFG 9000.) Battling him was truly hell. But then, that's *Doom*.

SPIDER-DEMON

This is the big, big boss? Yes . . . and it's kind of a disappointment. Of course, I was well-juiced with energy and armor, but still, this is the endgame honcho, and I expected worse. When I laid into him with my BFG 9000, he went down after only 3 hits. What a wimp! You can also take him down with a mere 15 direct rocket hits or 150 rounds from your plasma rifle. The Cyber-Demon Lord is much tougher and scarier than this guy.



Episode Four: "Thy Flesh Consumed"

Level	1	2	3	4	5	6	7	8	9
Privates	0	0	9	0	26	0	6	14	18
Sergeants	20	10	59	12	13	28	28	48	13
Imps	29	18	42	33	16	31	44	13	29
Demons	0	8	7	3	10	2	6	7	11
Spectres	9	10	15	5	4	12	3	7	4
Lost Souls	0	15	10	0	17	7	7	14	11
Cacodemons	0	17	1	7	3	20	6	5	8
Barons of Hell	5	12	7	0	1	3	3	11	2
Cyber-Demon	0	1	0	0	0	1	1	0	0
Spider-Demon	0	0	0	0	0	0	0	1	0

AMMUNITION

Different weapons use different types of ammunition. (See the chart in the manual if you're confused.) When you run over any kind of ammo, *Doom* automatically loads it into the correct weapon, unless that weapon is already fully loaded. Remember to pick up weapons that you already possess to get extra ammunition for that type of weapon.

Ammunition Ratings. Numbers on the right list maximum amounts of each type of ammunition. Numbers on the left represent amounts you currently carry.



PART ONE GENERAL STRATEGIES



Maximum limits for each type of ammunition—bullets, shells, rockets, and cells—are listed on the right side of the status bar. To the left of those are listed the amounts of ammunition you currently possess.

BACKPACKS

Backpacks are quite valuable. They significantly increase the amount of ammunition you can carry. They also load *extra* ammo into your weaponry. Not a bad deal.



Ammunition Hit Points

Type of Ammo/Weapon (Single Shot)	Points of Damage to Enemy (Direct Hit Only)
Punch/fists	1/2
Berserk punch/fists	10
Bullet (ammo)/pistol & chaingun	1
Shell/shotgun	7 *
Cell/plasma rifle	2
Rocket/rocket launcher	20 **
Cells (40)/BFG 9000	50 **

*Shotguns fire seven pellets; each pellet scores 1 hit point. Pellets disperse with distance, so not every pellet will hit every target.

**These weapons have an “area effect.” Values listed above are direct hit values. You also score hit points in the surrounding area, but they decrease in value as the distance increases from the direct hit.



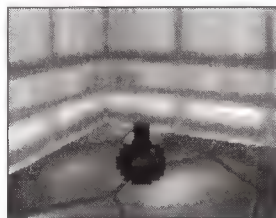


PART ONE GENERAL STRATEGIES

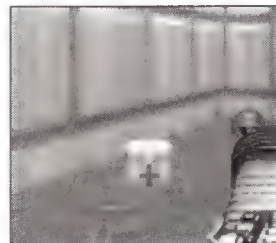
HEALTH

OK, it's true what they say: without your health, you've got nothing. So try to avoid damage as much as possible. And when you can't, grab some of the healthy treats scattered around every level of *Doom*.

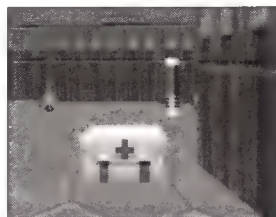
✦ **Health Potions** This treat provides a 1 percent boost to your health rating.



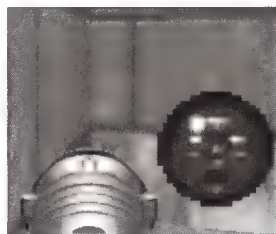
✦ **Stimpacks** Take this to boost your health rating by 10 percent, but only up to 100 percent.



✦ **Medikits** This treat boosts your health rating by 25 percent, but only up to 100 percent.



✦ **Soul Spheres** These supercharge your health by 100 percent, but only up to a rating of 199 percent.



PART ONE GENERAL STRATEGIES

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- ☆ **Tip:** Stimpacks and Medikits cannot increase your health rating above 100 percent, but Health Potions *can*. So if your health is below 100 percent, leave those blue potions if there are kits nearby. Once you use kits to get back up to 100 percent, go back and pick up potions to get bonus health points *above* 100 percent.

ARMOR

Your Marine needs armor to reduce the amount of damage sustained from enemy attacks. All armor in *Doom* offers the same level of protection. However, it comes in three different “denominations,” listed below. Remember that armor degrades whenever you are attacked. Also remember that you can only pick up a replacement suit if it provides more protection than what you’re now wearing.

- ☆ **Combat Armor (blue)** This suit boosts your armor rating to 200 percent.





PART ONE GENERAL STRATEGIES

- ★ **Security Armor (green)** This suit increases your armor rating to 100 percent. (If your rating is already at 100 percent or above, you won't be able to pick up this armor.)



- ★ **Spiritual Armor** You gain an armor bonus of 1 percent for each token you pick up.



A green Security Armor suit cannot increase your armor rating above 100 percent, and a blue Combat Armor suit cannot increase it above 200 percent. However, any Spiritual Armor token is a bonus find, and always adds a bonus point to your rating.

PART ONE GENERAL STRATEGIES

- ☆ **Tip:** If your rating is below 100 percent and you find a bunch of Spiritual Armor tokens around a green suit of Security Armor, slip past the tokens and take the suit first! Once you get back up to 100 percent (or 200 percent, if it's a blue suit of Combat Armor), go back and scoop up the tokens to get bonus rating points *above* 100 or 200 percent.

POWER-UPS

Here's a quick reference to *Doom* items that give you a temporary boost of power in some form or another.

COMPUTER MAP



This is one of the most valuable power-ups you can find in *Doom* (unless of course you already have a cheat book with cheat maps). This power-up enhances your Automap screen, showing you the entire level—*everything*—including all the areas you haven't explored yet (as shown in bluish gray). Duration: One Level.



PART ONE GENERAL STRATEGIES

RADIATION SUIT

This protects you from the toxic ooze found in the radioactive pits. When you pick up a suit, the screen will glow green. The protection lasts sixty seconds. When the screen flashes, you have about four seconds of protection left.



BERSERK PACK



This power-up boosts your health rating to 100 percent. It also injects you with a super-adrenaline rush for about twenty seconds. Picking up a Berserk Pack automatically activates weapons option #1 (Fist attack) and allows you to rip opponents to shreds with your bare hands, which I admit is kind of fun.

Note: You'll find none of these in Episode One.

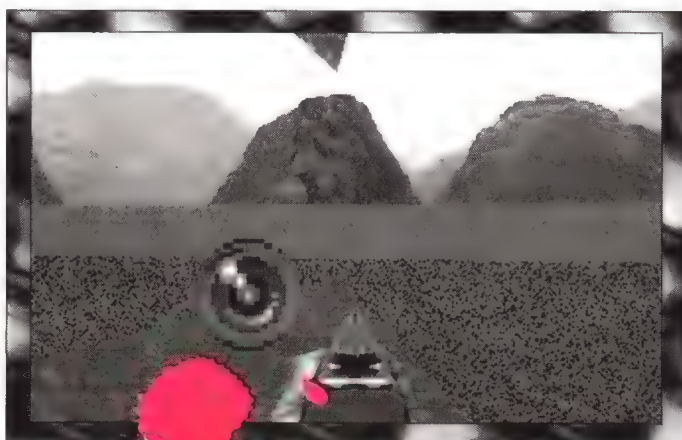
LIGHT-AMPLIFICATION VISOR



This allows you to see in the dark for about 120 seconds or so. I found it to be largely unnecessary, especially with *Doom*'s gamma correction feature (the **[F11]** key) available to lighten up dark areas.

BLUR ARTIFACT

You are rendered nearly invisible for about sixty seconds; watch your weapon on the screen to monitor the duration of this effect. Your blurred state retards the accuracy of enemy attacks, which is a wonderful thing. But don't get too cocky: they can still see you, sort of.





PART ONE GENERAL STRATEGIES



INVULNERABILITY ARTIFACT

This one renders you immune to all damage for approximately thirty seconds. Unfortunately, it also turns the screen white, making it difficult at times to pinpoint and attack your foes. But it's still lots of fun while it lasts.

F **Note:** You'll find none of these in Episode One.



TACTICAL COMBAT TIPS

Doom is about combat, obviously. Sure, you find hidden stuff and look for switches and such. But mostly you blow things up. If you can't abide the spatter of gore, you're playing the wrong game. So here are a few battle tips.

TRY DUAL CONTROL

The controller technique recommended in the *Doom* manual by the designers themselves is a darned good one. Use your left hand to master all the key combinations for movement while keeping your right hand on the mouse for those times when combat rears its ugly head. The mouse lets you smoothly rotate left or right, providing fine control for aiming your weapon.



DODGE AND BACKPEDAL

This is so easy, it's scary . . . yet too few players take advantage of the defensive tactic of simple movement. Don't just stand there and take punishment. Use those **[Alt]** and **[↓]** keys. You don't have to be Barishnikov about it, either. Even small, slow, clumsy movements left and right will help you dodge fireballs, etc. And the classic backpedal helps you avoid those deadly flanking maneuvers of which mutant beasts are so very fond.

DEMONS HATE EACH OTHER, TOO

A good tip from the *Doom* manual . . . but let me add caution to the advice. Yes, different mutant species will blast at each other once you enrage them with your presence. But as a tactic, this can be worth less than it costs you in health points. Waltzing in amongst multiple mutants to manipulate a crossfire (as opposed to keeping your distance and relying on cover and good marksmanship) can be an extremely risky endeavor.



When you see something like this, run howling! Find yourself a narrow nook. This forces the mutant meat to line up for a nice, orderly slaughter.



PART ONE GENERAL STRATEGIES

RUN HOWLING FROM MELEES

When you suddenly unleash a monster pen, it's not a good idea to wade into the swarm and knock heads. Run. Don't look back until you find a good narrow passage. This will force the slaving beasts to line up in a nice, neat row, letting you avoid those deadly flanking attacks that suck your health dry.

BARRELS OF FUN

Yeah, barrels blow up real good. And they take anything nearby to hell with them. Some skirmishes will absolutely require that you use this tactic. Remember to keep yourself a few dozen paces away from exploding barrels.

NIGHTMARE MODE (VERSION 1.2 AND HIGHER)

Here's a quick look at what in hell is really going on in that wild and whacky Nightmare mode:

- All cheat codes are deactivated.
- Monsters "respawn" eight seconds after death.
- Enemies move twice as fast.
- Enemies fire three times as often.
- Missile weapons fire twice the normal rate.



PART
TWO

DOOM SURVIVAL GUIDE



HOW TO FIND DOOM SECRETS

Here it is, your unofficial but highly accurate solution guide to the world of *Doom*. As you slog through hell and back, keep the following things in mind.

QUICKSAVE!

This survival guide takes combat for granted. Unless a particularly gnarly beast awaits (a Baron of Hell or big boss), I generally won't list enemies in any given location. Just assume that bad guys are everywhere. I *strongly* suggest that you hit **[F6]** (the Quicksave key) every time you prepare to enter a new room or corridor.

HAND-HOLDING IS NOT ALLOWED IN THE MARINE CORPS

Don't expect me to call out every right, left, and about-face. That's what maps are for. However, for beginners, I've made the guide to Episode One somewhat detailed, with step-by-step directions at times. In the two succeeding episodes I leave out all obvious directions (such as, "go down the hall, pick up the armor bonus") and focus on the difficult stuff, such as hidden doors, secret rooms, and traps and switches.

MAPS ARE NOT FOR IDIOTS

Yes, *Doom* can be difficult at times. But let's face it, it's not rocket science. Most stuff can be found fairly easily. Thus, the maps that I include at the end of each level don't call out every eensy weensy little health potion. Nor do I label easy-to-find areas, unless they happen to be central reference points in the solution walkthrough.

F **Note:** These solutions are for the Ultraviolence difficulty level. Difficulty level affects *the number of monsters only*.

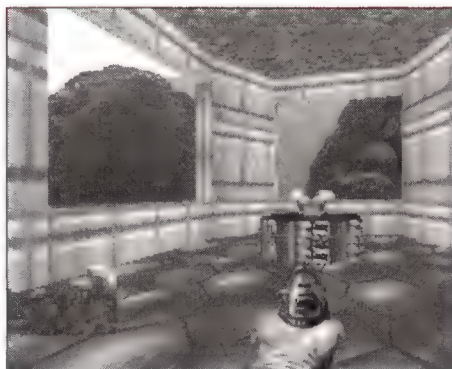


KNEE-DEEP IN THE DEAD

E1M1: HANGAR

This is a fairly straightforward level, although there are a couple of tricky areas, including a “tripwire” door that *Doom* first-timers might find frustrating.

From the entrance (1), go to the opening on the left. Go up the stairs to nab the Security Armor (2). Come back down the stairs, veer left, then go down the corridor.





Go through the door into the Computer Room.

Exit through the east door of the Computer Room onto the "zigzag bridge" over the slime pool.

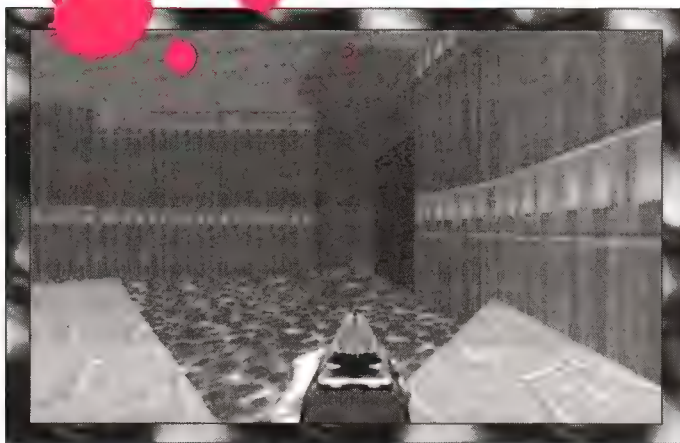
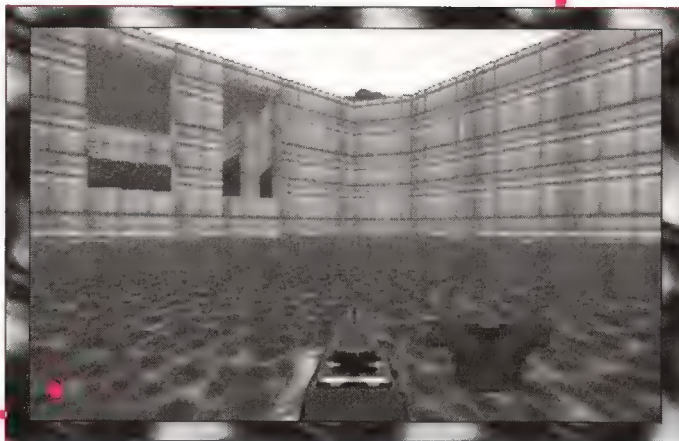


After you cross the bridge, look on the right side of the corridor for a lighter section of wall (7). Approach it and press **[Spacebar]** to enter a secret corridor leading out to the courtyard.

EPISODE 1 KNEE-DEEP IN THE DEAD

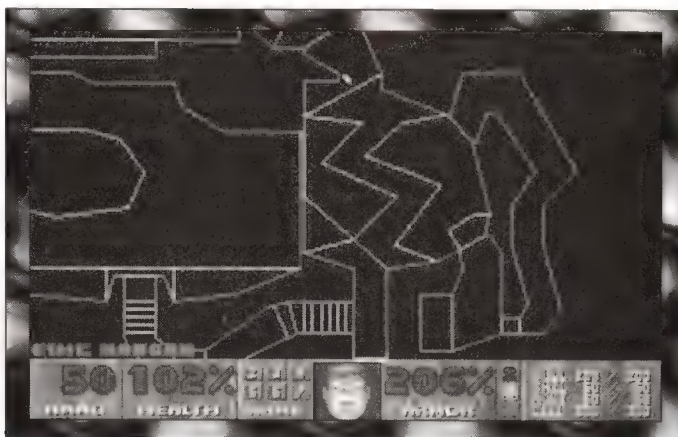


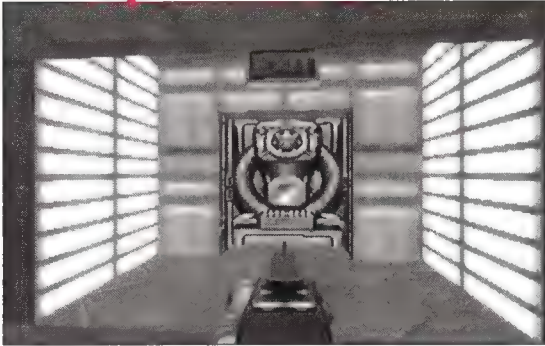
In the courtyard, run across the slime pool to pick up the blue Combat Armor vest (8). Return through the secret corridor, open the wall at the end, and turn right. Go through the door (4) and clean out the next room—use the tripwire (10)—then return to the zigzag bridge.



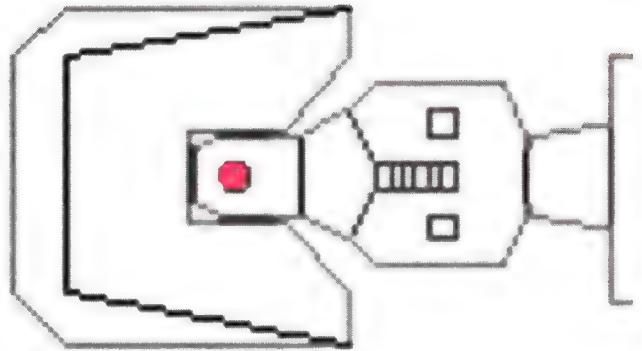
Look to your right. The tower (5) has lowered. Hurry across the slime to the new passage, enter, and grab the goodies. Then comes your first real challenge. There is a secret passage in the southeast corner that only opens when you return to the tripwire (3) near the entrance to the Slime Pool Room.

Go back to the tripwire (see map at right). Now *run* (press **[Shift]** and **[↑]** simultaneously) down the passage. The secret elevator will only lower for a brief moment, so hurry! Once you're in the passage, scoop up the bonuses and exit at the end by jumping down. Now go left and return to the Exit door.





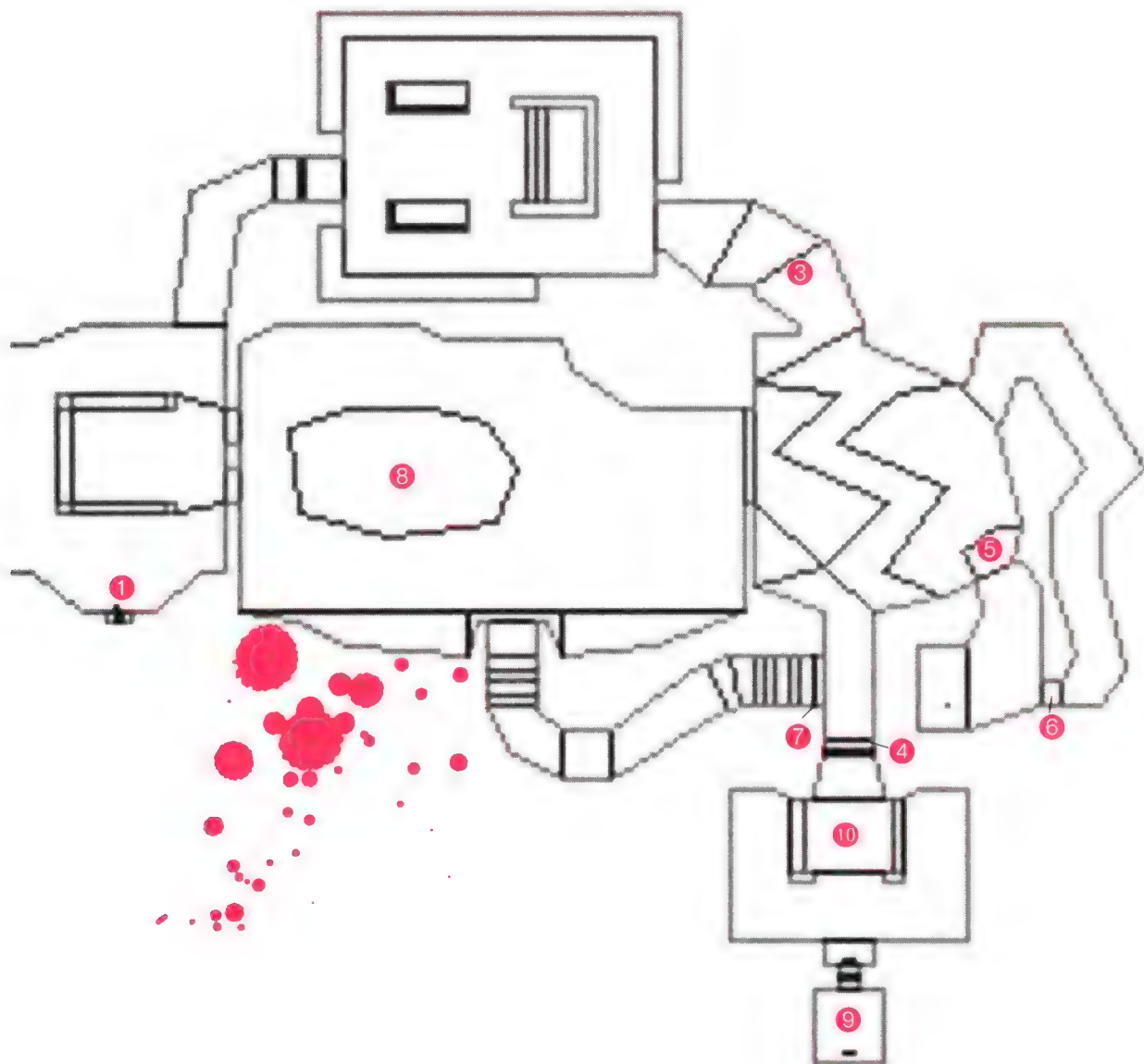
Go into the Exit Room (9) and flip the switch on the right wall.



E1M1: Hangar

- 1 Start
- 2 Green Armor Vest
- 3 Tripwire (opens 6)
- 4 Door (lowers 5)
- 5 Tower (use 4)
- 6 Secret Elevator (use 10)
- 7 False Wall
- 8 Blue Armor Vest
- 9 Exit Room
- 10 Tripwire (lowers 6)

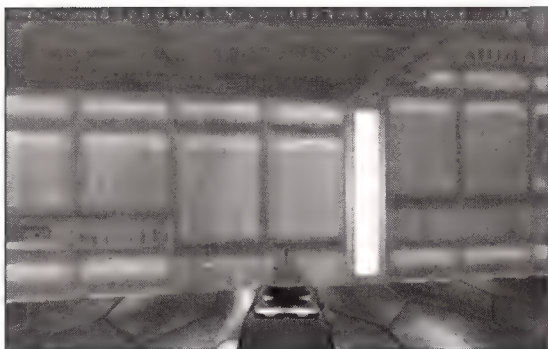
EPISODE 1 KNEE-DEEP IN THE DEAD





E1M2: NUCLEAR PLANT

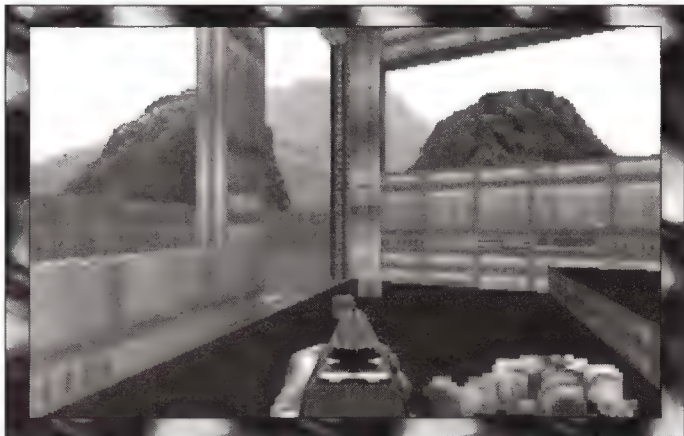
This is your first real maze, though not too difficult. However, one secret door is kind of exasperating, because you actually have to *shoot* it to get it open!



At the start (1), go to the right of the stairs and follow the left wall until you find the secret door (2), the lighter section just left of the flashing light bar.



Inside, press the red switch (3). This opens a secret door (4) in the northern corner of the stairs to the east. Don't forget to grab the backpack before you exit the room.



Go up the stairs on the left. At the top you'll find the secret door (4) that the switch just opened.

EPISODE 1 KNEE-DEEP IN THE DEAD

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Go out into the courtyard to get the Soul Sphere (5) and chaingun (6). When you come back through the door from the courtyard, go to the top of the stairs and turn right. Take the red Key Card (7). Follow the stairs back down to the area where you started the level.

Now you can go through the red Security Door (8) on the west side of the open area. Go straight ahead, then follow the stairs that wind up to the right.



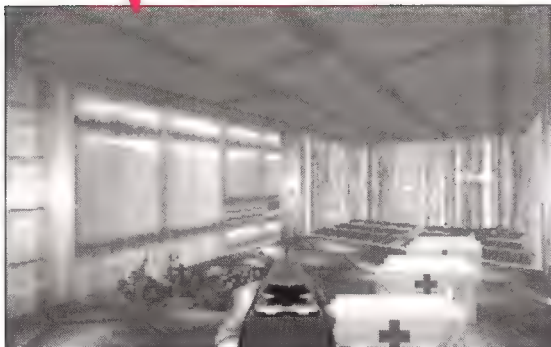
At the top of the stairs, to the left, is an indentation with flashing lights. It's an elevator; step into it to drop down. Get ready to fight enemies to your right.



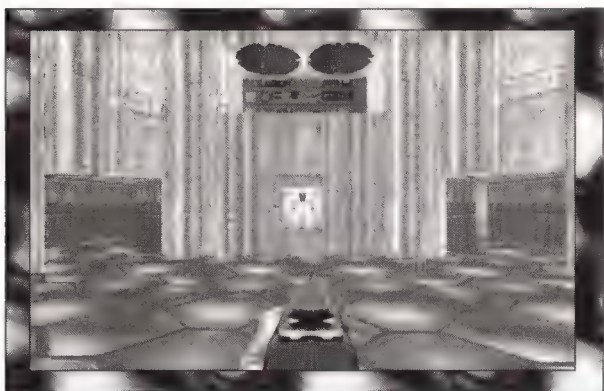
You'll see the chainsaw (9) up on a pedestal, but you can't get it yet. Take the lift back up.



PART TWO DOOM SURVIVAL GUIDE

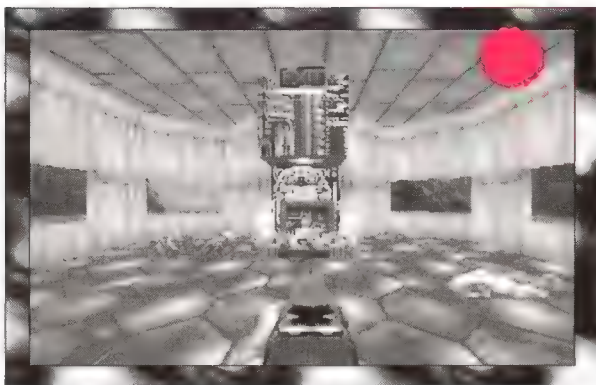


Now continue north across the slime pool bridge. You'll reach a lift. Before entering it, push the first panel on your left. This secret passage leads to an overlook (19) from which you can pick off your enemies below.



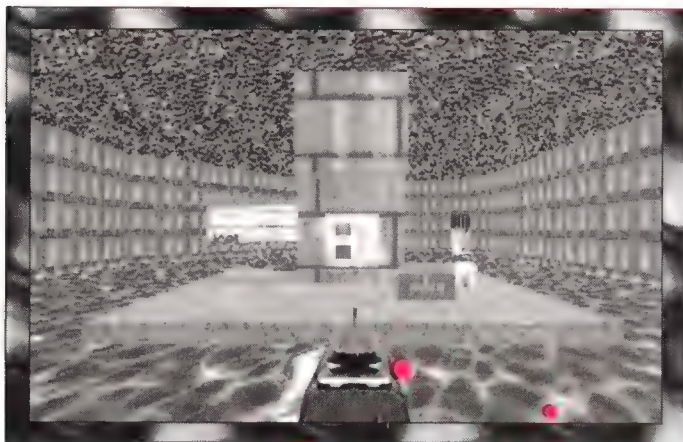
Jump down from the ledge, grab the blue Combat Armor vest (10), and flip the switch (11) on the wall to open twin doors on either side.

Both doors lead down to the Exit Room (12), so you can either go secure the area or ignore it for now. Return to the red Security Door (8), then go up the corridor to the north.



EPISODE 1 KNEE-DEEP IN THE DEAD

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Flip the switch on the east side of that column (13) sitting out in the middle of the slime pool.

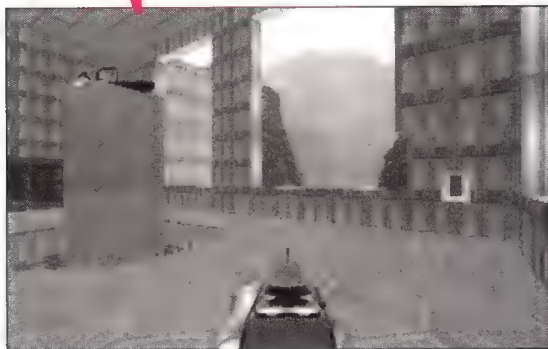
This opens a secret door (14) next to the red Security Door which leads to the southern parts of the maze. Go through the new opening.



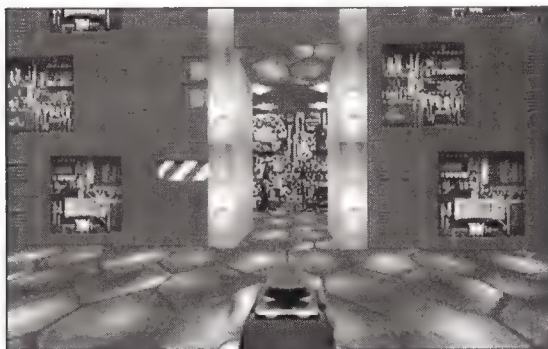
Explore to the west until you find the green Security Armor vest, then shoot the wall (15) behind the vest! You'll open a passage. At the top of the second flight of stairs, turn to the east wall. It's a secret door (16) to a room full of armor bonuses. Scoop them up, exit, then proceed west, then north to the chainsaw area.



PART TWO DOOM SURVIVAL GUIDE



Push the switch (17) in the northwest corner of the room to lower the chainsaw. Now return down the stairs to the main maze area. Work your way to the east side of the maze.

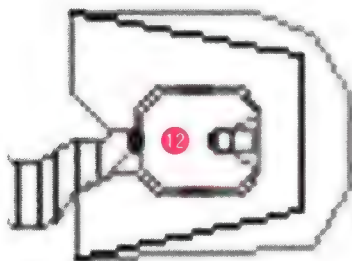


Open the secret door (18) between the white stripes on the far eastern wall. Inside you'll find a backpack full of ammo.

You've now uncovered all the secret areas in level E1M2, Nuclear Plant. The rest is just mop-up work. Return to the Exit Room (12) you found earlier and press the switch.

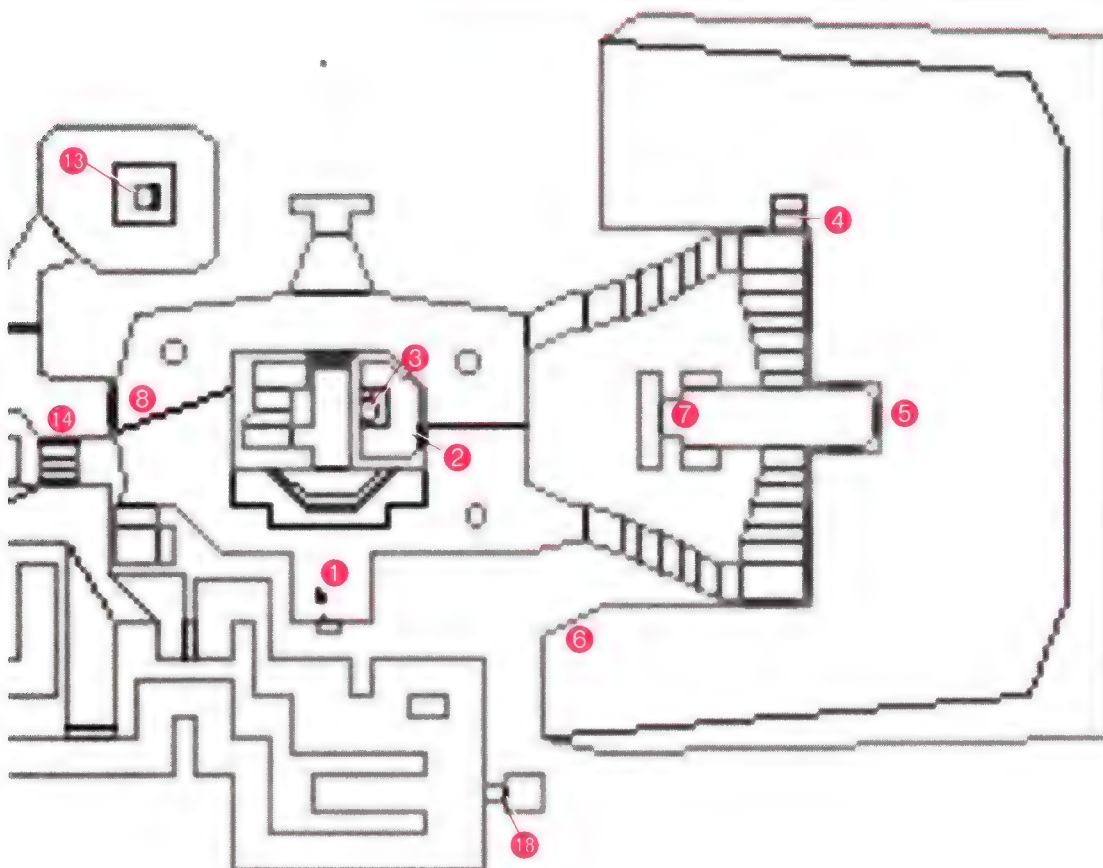


EPISODE 1 KNEE-DEEP IN THE DEAD



E1M2: Nuclear Plant

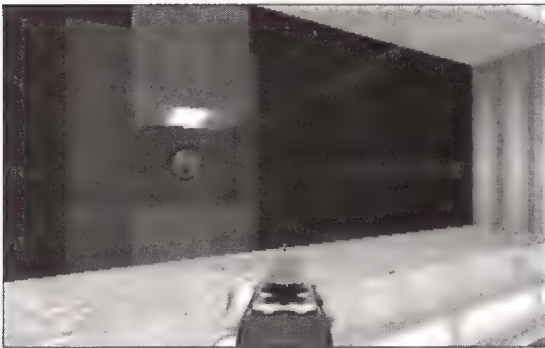
- | | |
|---------------------|-------------------------------|
| ① Start | ⑪ Switch |
| ② Secret Door | ⑫ Exit Room |
| ③ Switch (opens 4) | ⑬ Switch (opens 14) |
| ④ Door (use 3) | ⑭ Door (use 13) |
| ⑤ Soul Sphere | ⑮ Secret Door (shoot to open) |
| ⑥ Chaingun | ⑯ Secret Room |
| ⑦ Red Key Card | ⑰ Switch (lowers 9) |
| ⑧ Red Security Door | ⑱ Secret Door (to backpack) |
| ⑨ Chainsaw | ⑲ Secret Overlook |
| ⑩ Blue Armor Vest | |



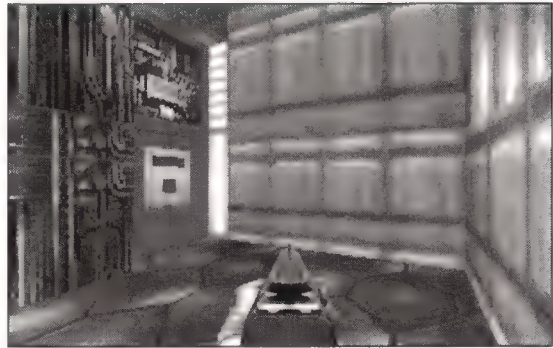


E1M3: TOXIN REFINERY

This level has a pair of very tough “hear-only” secret doors in the big western room. You’ll need raw speed and steering skill to get through either of the two openings.



At the start (1), go left through the door. See the Soul Sphere (2) through the window? Tantalizing, isn’t it?

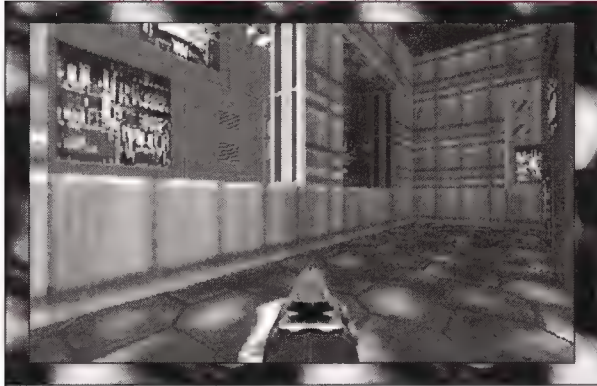


Go up the stairs, then go left twice to the red switch (3). Press it to open a secret door (4) next to the Soul Sphere window.

Go to the newly opened door (4) and climb the stairs to the Computer Room. (If you listen carefully as you climb, you’ll hear the two secret lifts lower, then raise.)



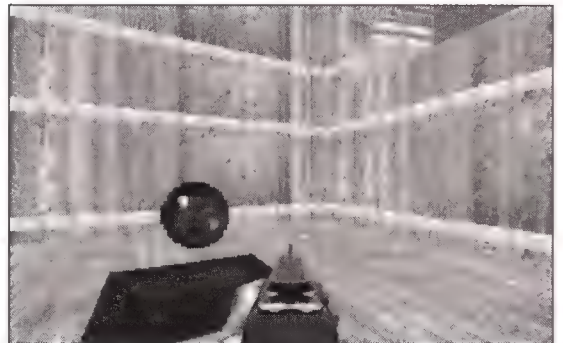
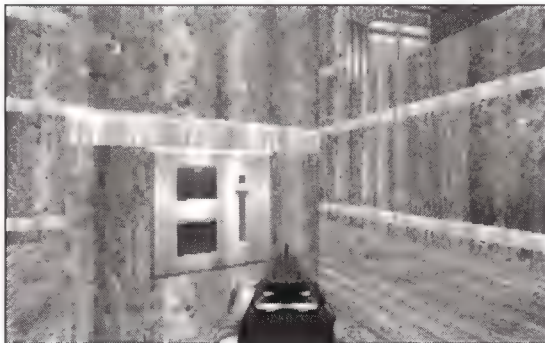
EPISODE I KNEE-DEEP IN THE DEAD



Get the yellow Key Card (5) in the Computer Room. Now check out the computer banks on the walls. Notice the two flashing ones (6, 7)? These are both secret lifts. Both are activated by a tripwire on the stairs leading up to the room.

Go back down the stairs and turn around. Now run like hell to the first secret lift (6) behind the *second* computer bank on the *far left* wall—see the map shot at right.

★ **Travel Tip:** If the toxic barrels slow you down, just blow them up, then go back and try again.



When you finally make it into the alcove, go down the stairs to the Soul Sphere room. Flip the switch on the south side of the pedestal to lower the Soul Sphere.





PART TWO DOOM SURVIVAL GUIDE

Now go back down the stairs and run like hell again to reach the other secret lift (7), which is behind the computer bank farthest to the right on the back wall. (See the map shot at right.) In the secret room (8), you'll find Security Armor, a rocket launcher, and a box of rockets.



Hop down into the slime and follow it to the right, through the doorway there. You'll find a backpack and a switch (9). Flip the switch to lower a secret drawbridge (10) clear back at the start. Also, that light-brown patch of wall to the east is a secret door.

On the other side of the secret door you'll find many goodies, including a chaingun (11). Take the first lift, then the second lift with the

green Security Armor vest. Continue up the stairs, then turn left to explore the far northern section of the Toxin Refinery.

Work your way north to the O-shaped bridge over the slime pit. Cross and follow the corridor to the blue Key Card (12). Get ready. . . . When you take the card, the lights go out and monsters attack from a secret room behind you.

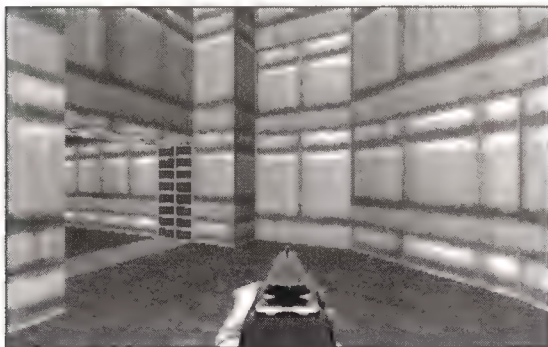


EPISODE 1 KNEE-DEEP IN THE DEAD

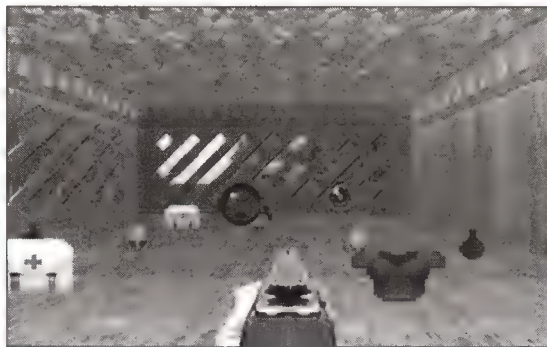
55

Head back out to the O-bridge, hop down in the middle, and flip the switch (13) to raise the center of the O. Now return to where you started the entire level (1). The drawbridge (10) should be down, but ignore it for now. Go around to its east side, then follow the corridor to the blue Security Door (14). Enter and take the left fork at the slime pool.

Head straight into the enclosure to automatically raise the secret staircase. At the top of the stairs is the Exit Room (15). Leave it for now and return to the slime pool fork.



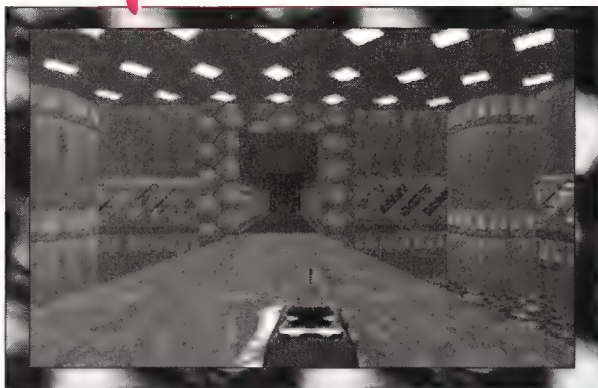
Take the right fork this time. There's a secret passage behind a lighter-colored section of wall (16) on the right side, just before the doorway. (In the screen shot above, the shotgun points directly at the spot.) Push the wall and follow the hall to the yellow Security Door (17) . . .



. . . then go south a little farther to find a serious stash of stuff (18), including Combat Armor, Soul Sphere, Blur Artifact, and other assorted goodies.



PART TWO DOOM SURVIVAL GUIDE



Go back to where you started the level (1) and cross the drawbridge (10); the door will automatically open as you approach. Be prepared for multiple monster attacks. Continue north until you reach a room with a switch.

Congratulations! You've found Episode One's secret-level mechanism. Pressing it will take you to E1M9, the secret Military Base. But wait . . . before you go on, press the wall (19) *opposite* the switch to access a lift.

E1M3: Toxin Refinery

- 1 Start
- 2 Soul Sphere
- 3 Switch (opens 4)
- 4 Door (use 3)
- 5 Yellow Key Card
- 6 Secret Door (use tripwire on stairs)
- 7 Secret Door (use tripwire on stairs)
- 8 Green Armor Vest, Rocket Launcher
- 9 Switch (raises 10)
- 10 Secret Drawbridge (use 9)
- 11 Chaingun
- 12 Blue Security Door
- 13 Switch (raises O-bridge)
- 14 Blue Security Door
- 15 Exit Room
- 16 False Wall
- 17 Yellow Security Door
- 18 Soul Sphere, Blur Artifact, Blue Armor Vest
- 19 Secret Elevator
- 20 Exit to Secret Level (E1M9)



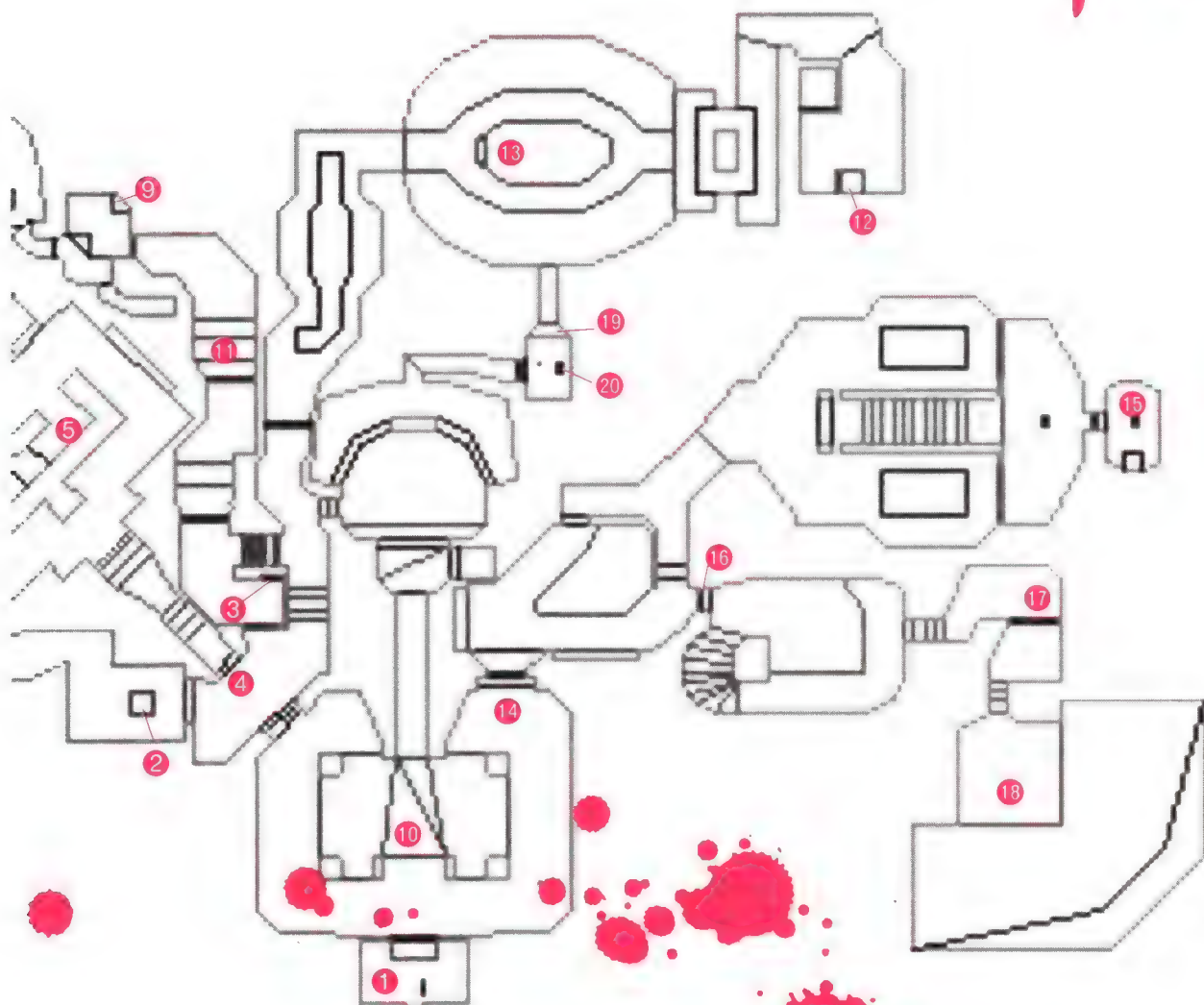
Ride it up to a sentry post overlooking the O-bridge that you crossed earlier. There you'll find a box of rockets and an Imp sentry, probably dead already. (Chances are you shot him while crossing the bridge.)

Now you can ride back down and press the switch (20) to go on to E1M9, Military Base, the secret level. Since I've listed levels in numerical order, you'll find the walk-through solution for level E1M9 at the end of Episode One.



EPISODE 1 KNEE-DEEP IN THE DEAD

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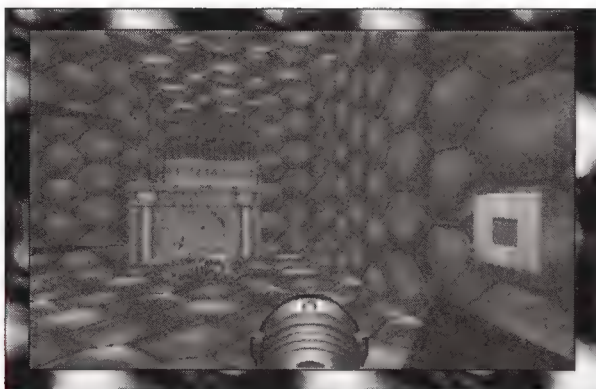
EIM4: COMMAND CONTROL

This is another very straightforward level, with few hidden areas that can't be found easily.



In the Start Room (1), press the left wall (2) to open a secret storage area holding a backpack and other things. Go through the center passage in the next room until you find a green button (3).

This button activates a lift to the left—but then, so does the **Spacebar**, so the button seems superfluous. Take the lift up and proceed west to the large round chamber.



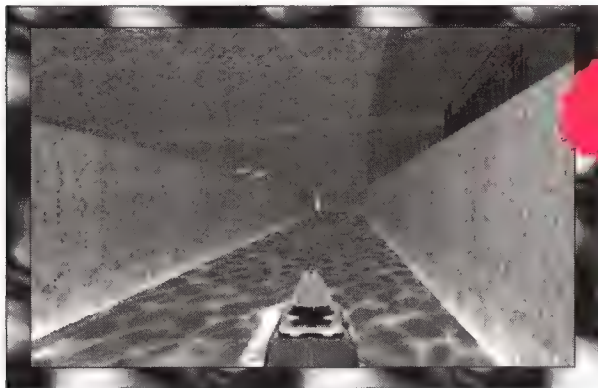
The door on the right leads to a heavily defended inner chamber where you'll find the blue Key Card (4).

★ **Travel Tip:** You can't exit the inner chamber unless you run over the illuminated spot where the card sits.

EPISODE 1 KNEE-DEEP IN THE DEAD



Those two Radiation Suits (5) by the south exit will come in handy because down that way lies quite a slime trench. Before you use them, clear out all the mutants on the path to the trench.



Don a Rad Suit (5) and rush to the slime trench. Hop in and head east. Remember, each suit gives you sixty seconds of protection from the slime.

In the big room sits a rocket launcher (6) and numerous other booster items. But most tantalizing of all is that Soul Sphere (7) sitting atop the north lift. This one's tough, though. *Very important: **save your game here!***



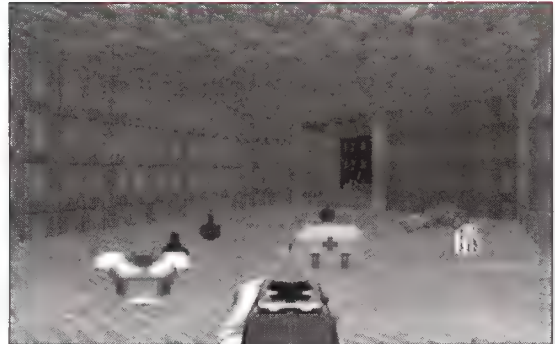
You need to flip that switch (8) on the wall and hustle to the lift. Timing is tight, and worse, *you only get one shot*. Chances are you'll need many game reloads for this one. When you finally make it onto the lift, work your way back to the big central chamber, then take the north exit. Proceed north to the stairs, then down the corridor to the large room. Take the lift (12) up to the ledge where you'll find a blue armor vest (13). Return to the central chamber again. This time take the west exit. Head left (south) down to the blue Security Door (9). Go on through.



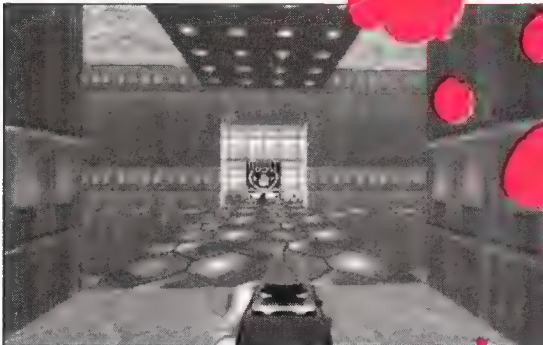
PART TWO DOOM SURVIVAL GUIDE



The whole southwest sector calls for nothing more than a bunch of maze-mopping, as you work your way north for little rewards . . .



. . . until you hit the end chamber, where you'll find the yellow Key Card (10) and the green armor vest.

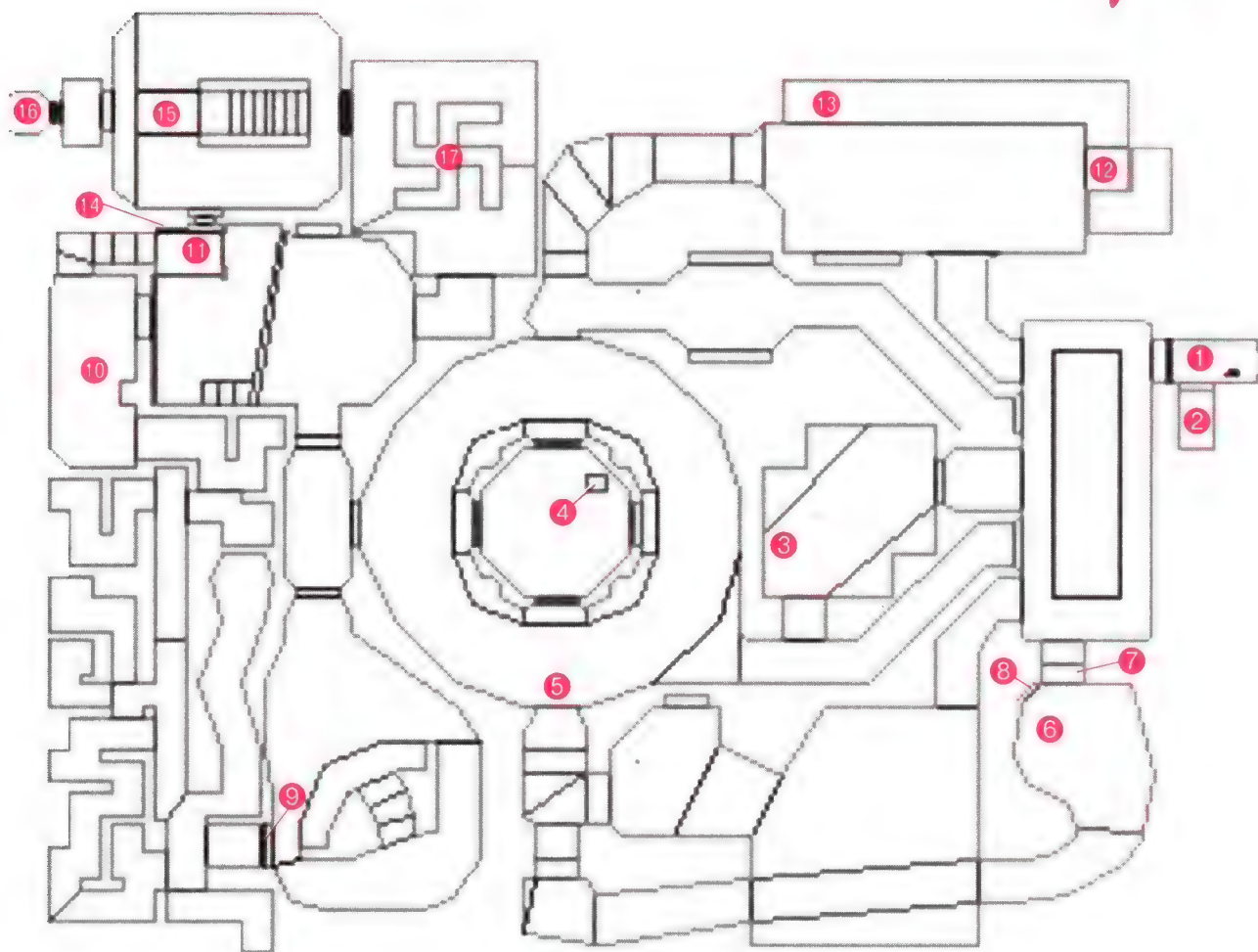


Move north to the yellow Security Door (11). Push the switch (14) at the left before going through to raise the secret ramp (15) in the next room, allowing you to get across to the Exit Room (16).

F Note: Before you flip the exit switch, don't forget to clean up the Swastika Room (17) directly to the east. The swastika-shaped computer bank is actually a lift, and will lower when you run over tripwires on either side.



EPISODE 1 KNEE-DEEP IN THE DEAD



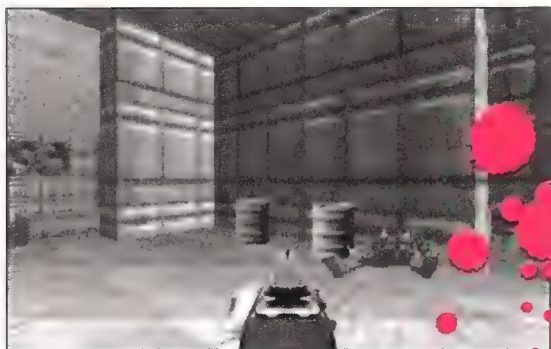
E1M4: Command Control

- | | | |
|---------------------------|---|-------------------------|
| 1 Start | 6 Rocket Launcher | 11 Yellow Security Door |
| 2 Secret Door (backpack) | 7 Lift to Soul Sphere (use 8) | 12 Lift |
| 3 Switch (lift) | 8 Switch (raises 7 <i>one time only</i>) | 13 Blue Armor Vest |
| 4 Blue Key Card, Chaingun | 9 Blue Security Door | 14 Switch (raises 15) |
| 5 Rad Suits (two) | 10 Yellow Key Card | 15 Hidden Ramp (use 14) |
| | | 16 Exit Room |
| | | 17 Swastika Lift |



E1M5: PHOBOS LAB

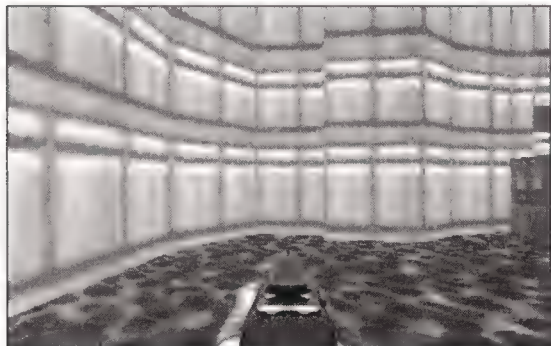
This level is chock-full of secret access areas, including a “jump” access that you must make from a rising pillar-lift.



From the Start Room (1), work your way north up the first set of stairs. To your right, behind the toxic barrels, is a secret room (2) in the south wall.



Blast the barrels and open the wall (2) to find a shotgun and other boosters.



Now head east through the passage, hop down into the slime pool, and hurry to that narrow, different-colored section of wall (3) in the southeast corner.



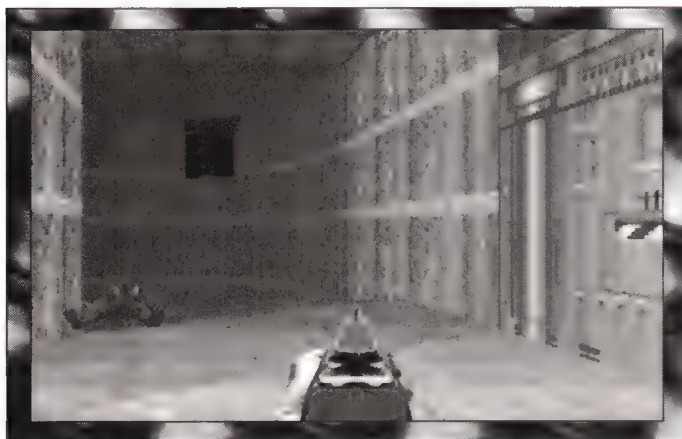
Behind it is a secret room (4) containing a rocket launcher, a box of rockets, and a blue armor vest. Continue west down the corridor, then exit and turn right to take the east corridor.

EPISODE 1 KNEE-DEEP IN THE DEAD



When you walk out onto the parapet (5), you'll see a secret bridge (6) rise up across the slime pool. Go back up the stairs to the slime pool entrance. Use the new bridge to access the room with the yellow Key Card (7).

Return to the Start Room area once again. Now go through the door to the north (left of the stairway), then through the yellow Security Door (8) to the area west of the slime pool. Ride the lift down to the circular western section.



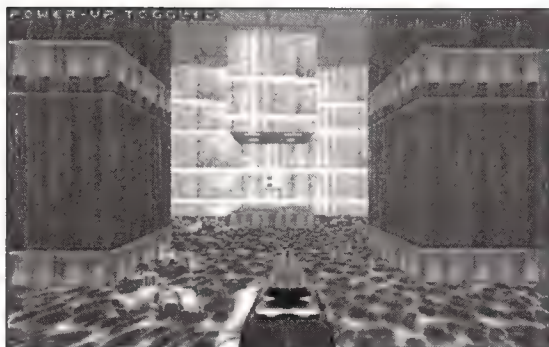
There are two hidden elevators on the stairs—one south (9), and one north (10). You can see a platform at the top of each (as seen in the screen shot above). Go to the section of wall beneath the southern platform (9) and push. The lift has a Medikit. Skip the northern lift for now and continue down the stairs.



Warning: Reaching the bottom of the stairs on either side of the circle unleashes two rooms full of angry mutants! Be prepared for some lively combat. Then follow the circle around to the shore of the toxic lake.



The indentation in the wall (with Medikit inside) to the west leads to a series of power-up prizes. Press the indentation's back wall (11) to find a secret room with a Rad Suit; enter and press the south wall to find a room with a chainsaw; press the next south wall to access the courtyard and the Soul Sphere (12) super-charger. Return to the toxic lake.



Flip that switch (13) across the lake to open a secret door (14) back in the middle slime pool. Also, when you step onto the switch platform, the two pillars (15, 16) drop down, unleashing yet another multiple enemy attack. After you kill this wave . . .



. . . you can ride the pillars up and “jump” across to pick up items stashed on raised platforms—a blue armor vest (17) in the northeast corner and a box of ammo in the southeast corner.

EPISODE 1 KNEE-DEEP IN THE DEAD

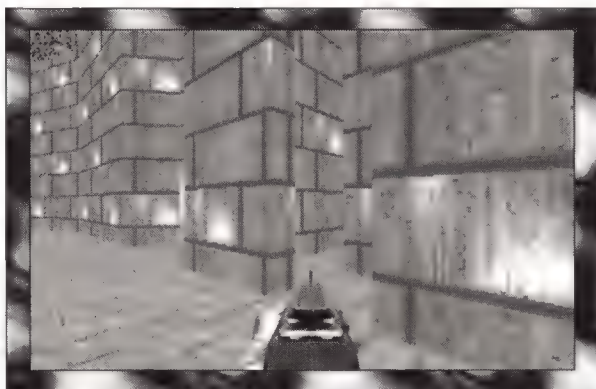


Now go back to the lift (10) on the north stairs. At the top, push the east wall, enter the secret room, then push the next east wall to access the Pentagon Room. You'll find a Blur Artifact (18) and some health boosters.

The pentagram platform (19) is a teleport back to the Start Room, so ignore it for now and continue north, then east into the Dark Room.

You'll find a lot of enemies in the Dark Room; blasting toxic barrels can make things easier. Follow the southern wall to the small opening (seen at right); enter and pick up the Light-Amplification Visor (20).

Now you've got 120 seconds of night vision, so clean out the baddies, then exit the Dark Room via the south door. (The Exit Room (21) lies to the north, but skip it for now.)



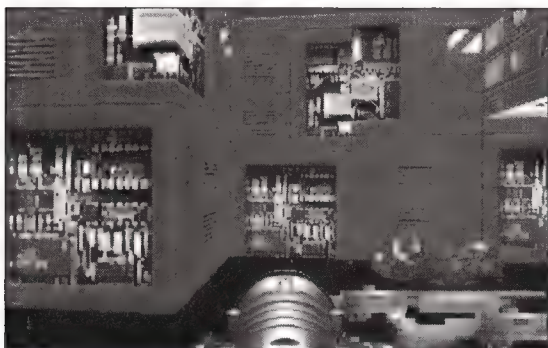
Follow the south passage to the left, then up the stairs to the room with the blue Key Card (22). The switch (23) in this room opens the south wall (24) in the room just downstairs. Flip the switch, but don't go back yet.



PART TWO DOOM SURVIVAL GUIDE



Take the wide staircase on the right and follow the dark corridor to the red button. Press it to open a passage to the eastern part of the level.

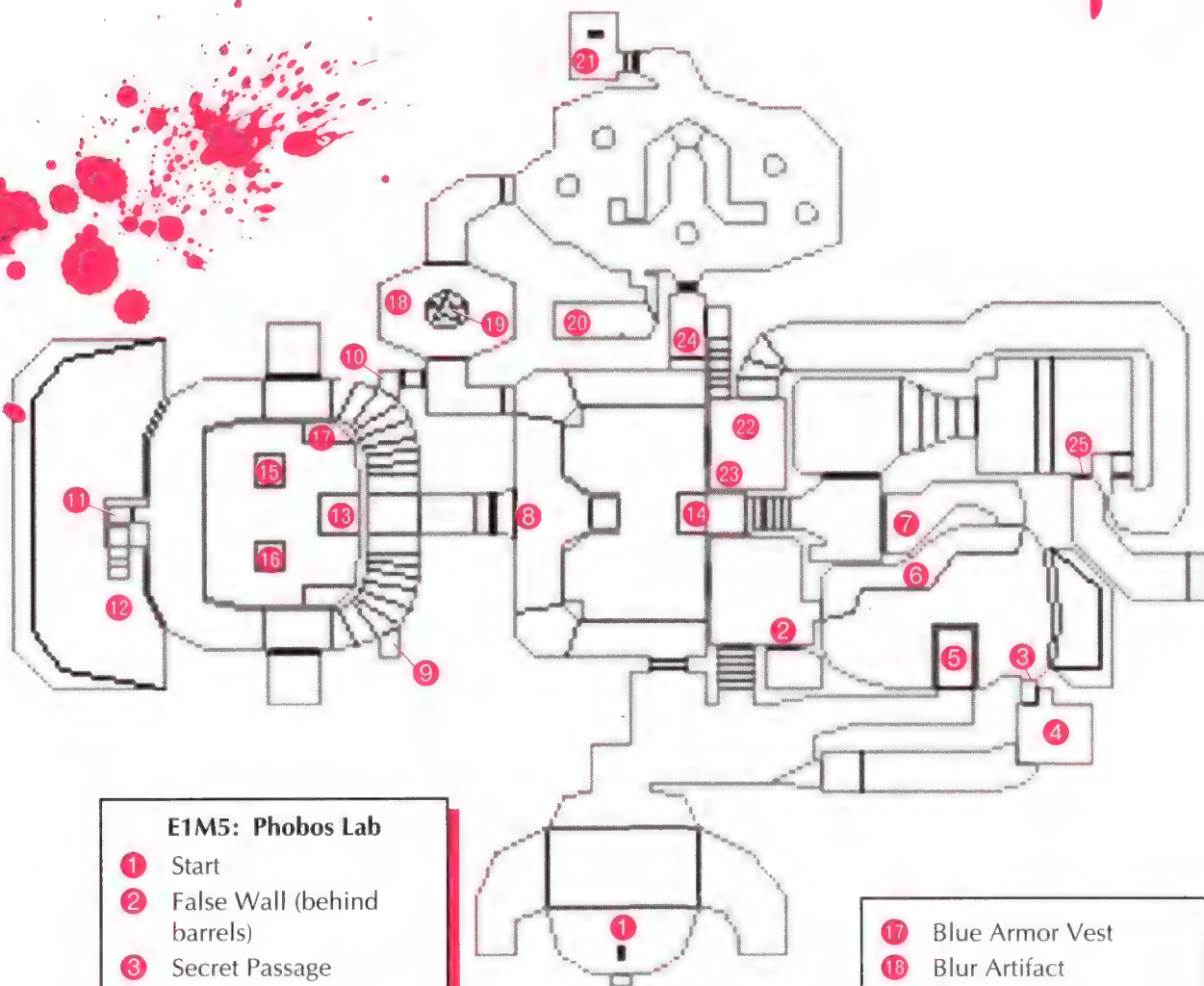


After all the carnage in the main room, press the equipment panel (25) in the southeast corner. (See above.) Enter to find a treasure trove, including the Computer Map, backpack, chaingun, and other stuff.



Exit and return to the Exit Room (20), the northernmost room in the level, off the Dark Room. You'll have to bloody a few Demons to get to the exit switch . . . but hey, that's always a delight.

EPISODE 1 KNEE-DEEP IN THE DEAD



E1M5: Phobos Lab

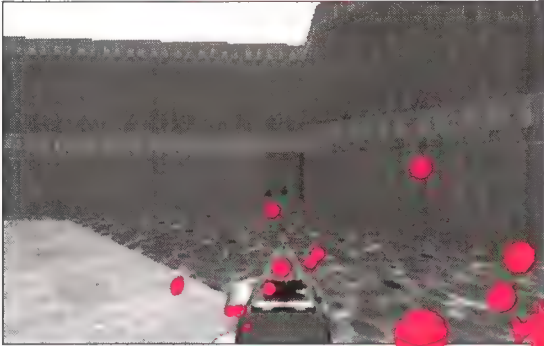
- 1 Start
- 2 False Wall (behind barrels)
- 3 Secret Passage
- 4 Rocket Launcher, Blue Armor Vest
- 5 Parapet (raises 6)
- 6 Hidden Bridge (use 5)
- 7 Yellow Key Card
- 8 Yellow Security Door
- 9 Secret Lift
- 10 Secret Lift (at top, east false wall)

- 11 False Walls
- 12 Soul Sphere
- 13 Switch (opens 14)
- 14 Door (use 13)
- 15 Pillar Elevator (jump to corner)
- 16 Pillar Elevator (jump to corner)

- 17 Blue Armor Vest
- 18 Blur Artifact
- 19 Teleport (to 1)
- 20 Light-Amp Visor
- 21 Exit Room
- 22 Blue Key Card
- 23 Switch (opens 24)
- 24 Door (use 23)
- 25 False Panel (computer map, backpack, chaingun)



E1M6: CENTRAL PROCESSING



From the Start Room (1), head north to the first intersection and turn left (west). In the northwest corner is a small room (2) containing a green armor vest and some health and ammo boosts. Scoop them up, then go back to the intersection and head east to the Big Room.



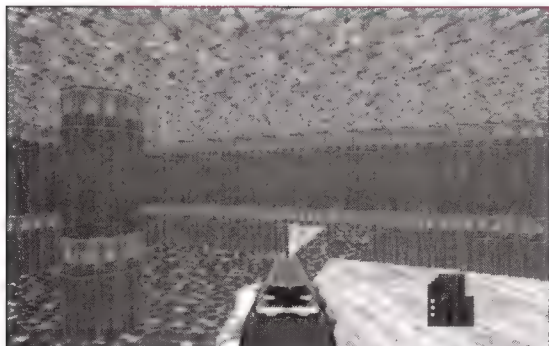
See the red Key Card (3) at the end of the Big Room? Get ready, because when you take it, you'll open four hidden pens full of many slathering beasts.

- ★ **Combat Strategy Tip:** Pick up the red card and *sprint* west out of the Big Room past the slime pool. Let the mutants chew each other up for a while. Then just sit on the bridge over the slime and use your rocket launcher to pick them off from a distance. This way, you'll get a lot of them without taking any damage. Then move in for mop-up work; the room's huge, so keep firing rockets from a distance.

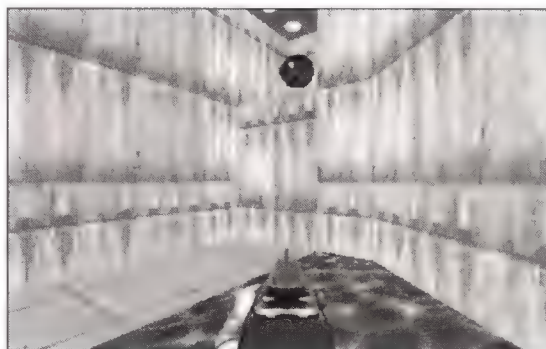
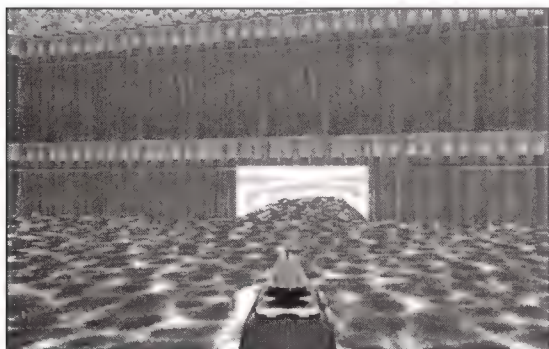


Now head back west across the slime pool to the twin red Security Doors (4). Use either one to access the southwest section of the level.

EPISODE 1 KNEE-DEEP IN THE DEAD



As you approach the blue Key Card (5), watch your back! You'll trigger the release of some unfriendlies. Get the card, hop down on the north side, and sprint across the ooze to the northeast corner, where you'll find a Rad Suit (6) to ease your pain.



Hustle back to the center opening in the slime pool wall. It leads to a lift (7) that takes you up to a Soul Sphere.

Now run to the platform on the east side of the slime. (Hurry! You only have sixty seconds of Rad Suit here.) You'll find a blue armor vest (8) and a trail of booster tokens leading up stairs to . . .



. . . a Blur Artifact, Light-Amp Goggles, rocket boxes, and a green button (9) that opens a passage back to the Start area (1).

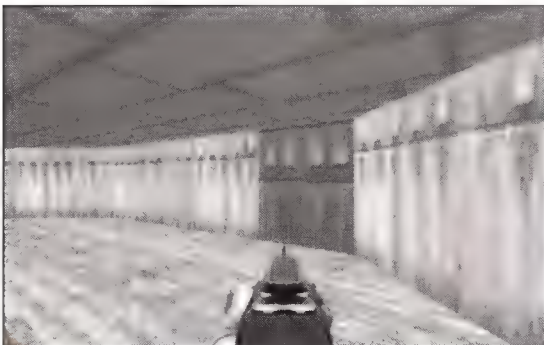


PART TWO DOOM SURVIVAL GUIDE

Head due north to the stair platform, turn east, and battle your way to the blue Security Door (10). Don't go through yet . . . go back west to the bridge. You've crossed a tripwire (29) that lowered the Imp tower (11) on your left to reveal a secret passage.



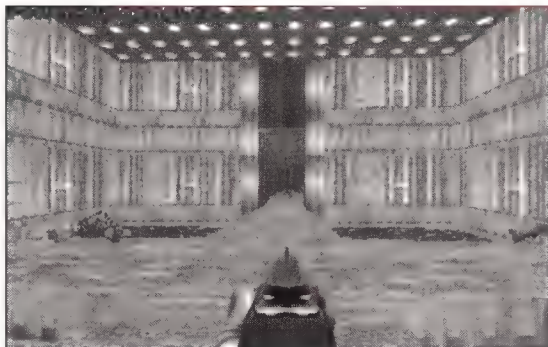
In the passage you'll find a Rad Suit. *Don't take it yet!* You'll need it later. First, edge around it and push the south wall to get a backpack, Blur Artifact, and rocket launcher (12). Push the button on the wall to enter the room with the yellow Key Card (13). (By the way, all this stuff is well-defended; you'll be doing a lot of fighting through *all* of these steps.) Now retrace your steps back to the main blue Security Door (10). Next step: clear out the intersections and corridors in the southeast section of the level.



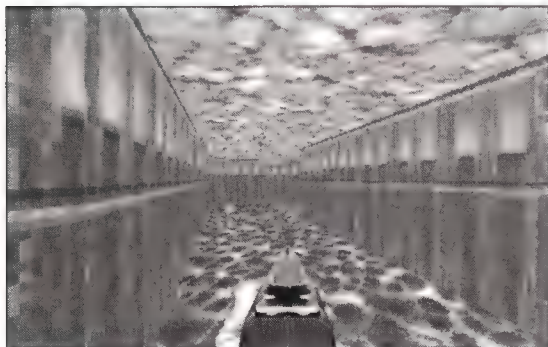
At the easternmost corridor you'll find an odd-colored section of wall (14). Press it to get the Computer Map.

Keep going south down the corridor. A wall switch (15) in the southernmost corridor opens a passage (16), pictured above at right, to the yellow Key Card Room.

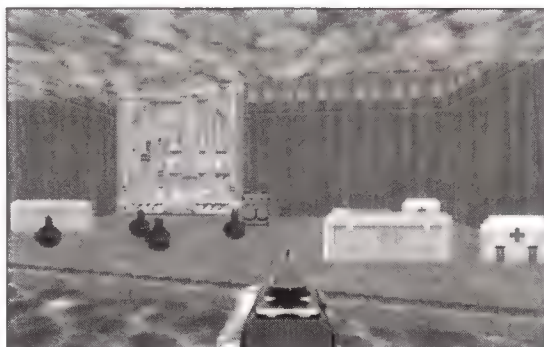
EPISODE 1 KNEE-DEEP IN THE DEAD



Just for the sake of reference, here's a shot of the passage you opened (16). Don't go to it yet, though. First, go all the way back to the northernmost (T-shaped) intersection. Head west through the blue Security Door (10) and return to the lowered Imp tower (11).



Take the Rad Suit, then run north across the main bridge to the long passageway (17) leading from the northeast corner of the slime pool. Follow the passage to . . .



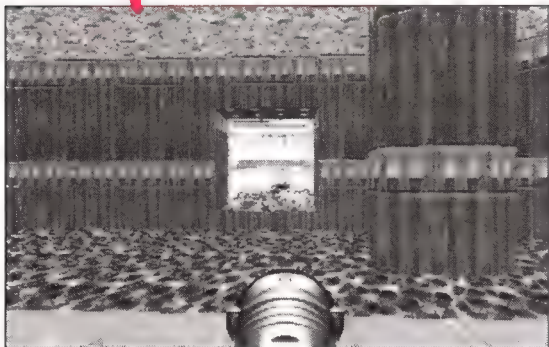
. . . this oasis (18) at the end. Grab what you can, then go through the door out into the courtyard. Then simply approach the pillar with the Soul Sphere (19); it will lower automatically. Step on, ride up, press open the door at the top, and be ready for one heck of a battle.



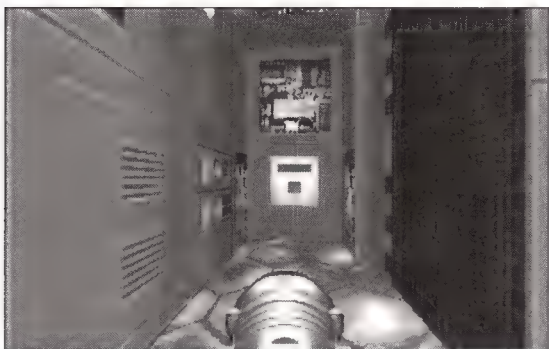
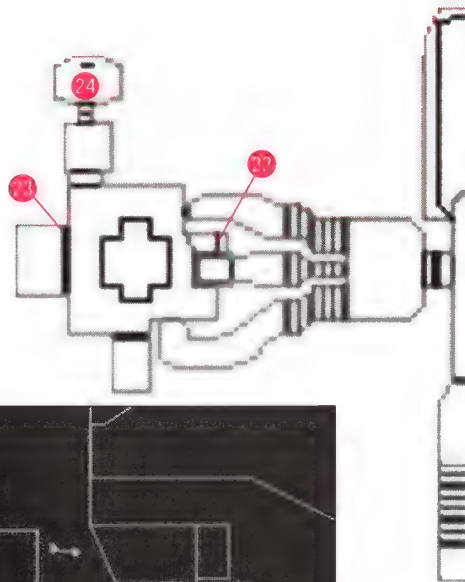
Take the stairs to the right and flip the switch (20) at the top.



PART TWO DOOM SURVIVAL GUIDE



The switch opens this door (21) back down in the main chamber.



Fight your way down either side of the stairway to the main floor. Approach the red button (22) in the little alcove (shown in the map shot above) next to the northern stairway. You'll trigger a major enemy attack.

★ **Combat Strategy Tip:** Turn around to fight, but stay in the alcove! The monsters are far away, so fire rockets to thin out their ranks.

When the battle is finished, push the button (22). Use the above Combat Strategy Tip again—you've just freed a bunch of ravenous Spectres. Blast them from your alcove, then head to the now-open door (23) in the northwest corner. There you'll find the Exit Room (24).

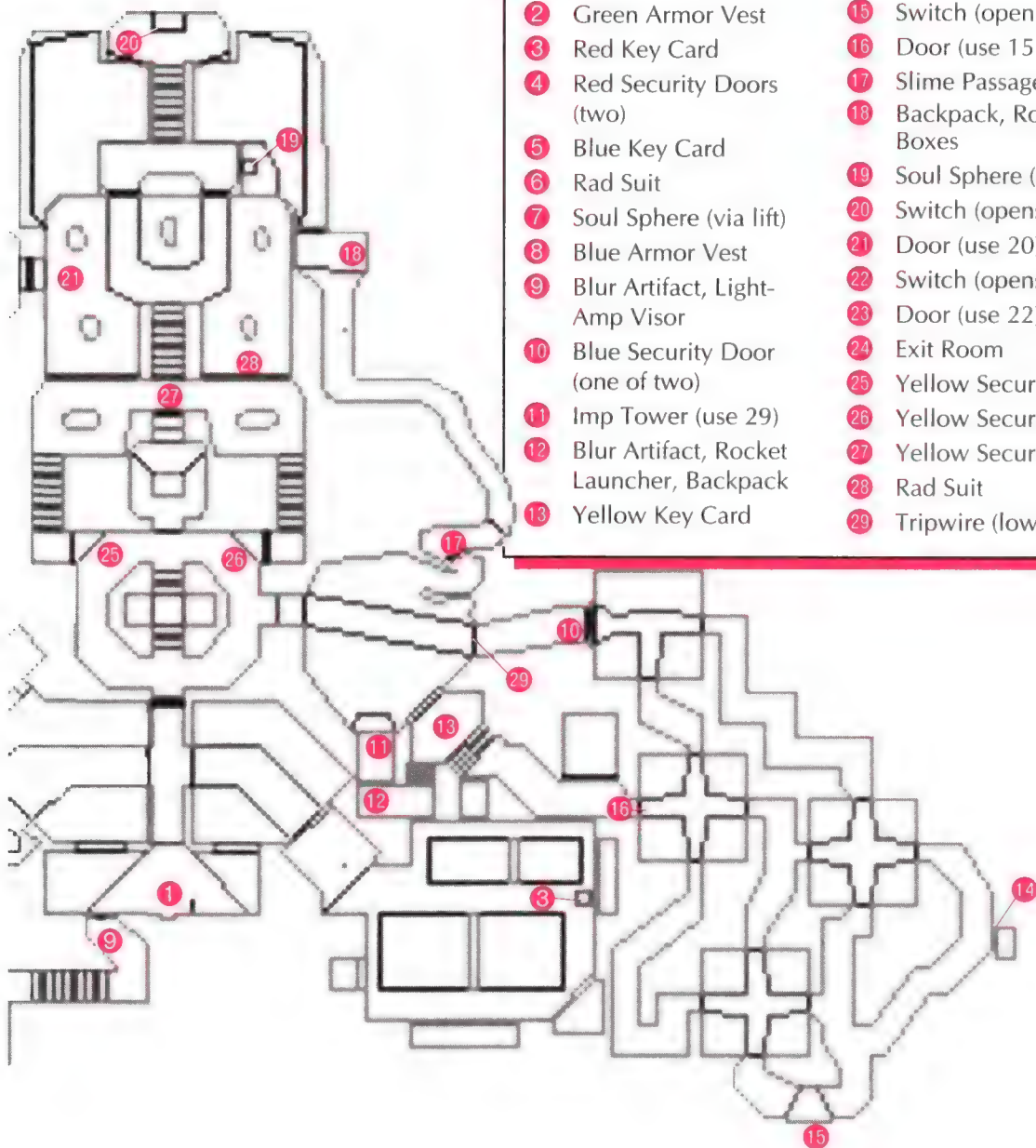


EPISODE 1 KNEE-DEEP IN THE DEAD

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E1M6: Central Processing

- | | |
|---|------------------------------|
| 1 Start | 14 False Wall (computer map) |
| 2 Green Armor Vest | 15 Switch (opens 16) |
| 3 Red Key Card | 16 Door (use 15) |
| 4 Red Security Doors (two) | 17 Slime Passage |
| 5 Blue Key Card | 18 Backpack, Rocket Boxes |
| 6 Rad Suit | 19 Soul Sphere (on lift) |
| 7 Soul Sphere (via lift) | 20 Switch (opens 21) |
| 8 Blue Armor Vest | 21 Door (use 20) |
| 9 Blur Artifact, Light-Amp Visor | 22 Switch (opens 23) |
| 10 Blue Security Door (one of two) | 23 Door (use 22) |
| 11 Imp Tower (use 29) | 24 Exit Room |
| 12 Blur Artifact, Rocket Launcher, Backpack | 25 Yellow Security Door |
| 13 Yellow Key Card | 26 Yellow Security Door |
| | 27 Yellow Security Door |
| | 28 Rad Suit |
| | 29 Tripwire (lowers 11) |





E1M7: COMPUTER STATION

You'll hit a lot of combat right out of the Start Room (1) on this level.



Work to the east first, then south to find the window overlooking the courtyard. Note the Blur Artifact (3).

Just north of the courtyard is a computer alcove with a lift (4). Take the lift up to the blue ledge, then follow it around to get the yellow Key Card (5). To save time and effort, just leap down from the ledge when leaving.



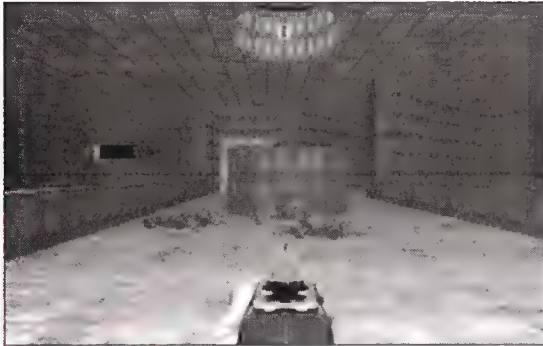
Go through either of the two yellow Security Doors (6, 7) in the central Computer Room, then take that heavily guarded lift (8) in the north corridor.

EPISODE 1 KNEE-DEEP IN THE DEAD

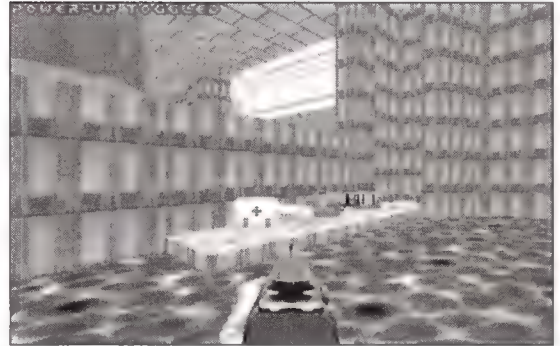
75



In the elevated room you'll find a rocket launcher (9) and other things. Take the lift back down and start working your way south. Pass the blue Security Door (10) on your left; go up the curving stairway.



After the pillar-lift (11) lowers, stand on it and leap into the toxic pool to the south .



... then hurry to the ledge in the north-east corner. Get the chaingun (12) and keep going east to the backpack (13), then push the secret wall to return to the curving stairway.

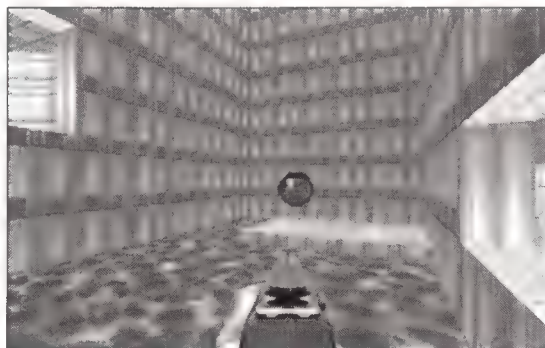
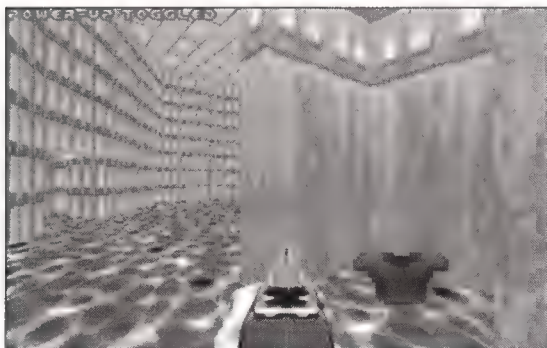
Now return to the pillar-lift (11) and get on it again, but this time jump into the slime to the north.



PART TWO DOOM SURVIVAL GUIDE



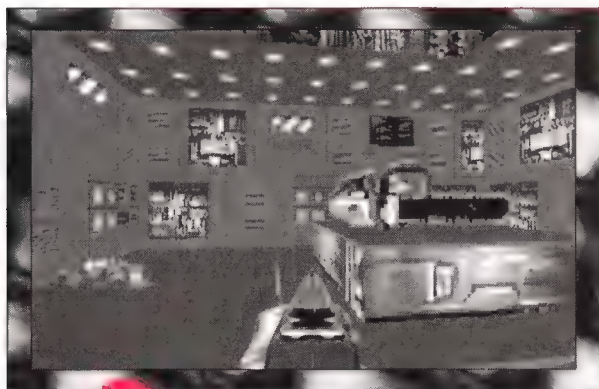
Obviously, time to hustle. Hurry over to the northwest passage. You'll find a Rad Suit (14); don't take it yet. Push that red button (15) to the east. Follow the passage, gathering goodies, to the switch (16) at the end. Flip that to open a secret compartment (17) elsewhere (in which you'll find the chainsaw later). Now go back down the stairs, grab the Rad Suit (14), and head north.



Check out that blue Combat Armor vest (18) tucked into the only pillar in the pool, then keep going north to the platform with the Soul Sphere (19). When you get on the platform, a secret door will open, leading to the Start Room (1).

Work your way back to the pillar-lift (11) again. Continue west past the pillar-lift through the door. Take the lift up to the elevated room and clean it out.





If you flipped the switch (16) in the secret room off the slime pool, you can get the chainsaw (17). Go back to the pillar-lift area and head north.

Keep going northwest. Take the lift to yet another elevated room, where you'll find the red Key Card (20). After you take the lift back down, beware—a room full of monsters (next to the big pillar) is triggered to open as you pass.

Try using that conveniently placed toxic barrel to eliminate a few of them in the mêlée.



Now you have to go all the way back around to the red Security Door (2) just west of the Start Room. (See the map shot at left for the location.) On the other side lies the blue Key Card (21).

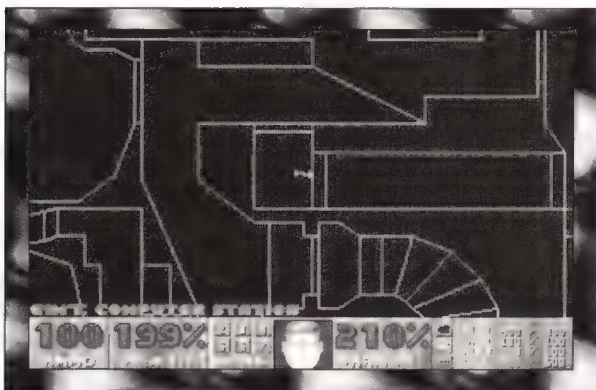


PART TWO DOOM SURVIVAL GUIDE

Come back through the red Security Door and head south. See that first passage (22) up ahead on the left? It wasn't open before, was it? Get a good weapon ready . . . you can't pass by without a fight.



Continue south to the blue Security Door (10). Grabbing the blue Key Card has released other monsters as well. Note that a batch of them awaits on the other side of the yellow Security Door (7).



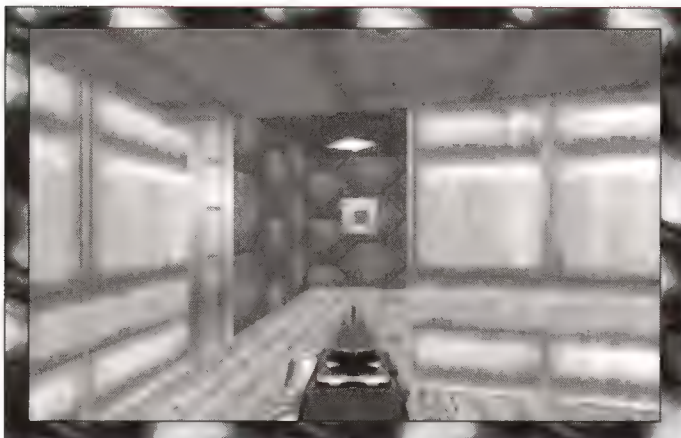
After you dispatch them, go into their holding room (23), which is now open. (For exact location, see the map shot at left.) The monster holding room has a secret door to the east; follow it to get outside.

Grab that Blur Artifact (3) for partial invisibility, then mop up the courtyard and return. Now you can finally go through the blue Security Door (10).

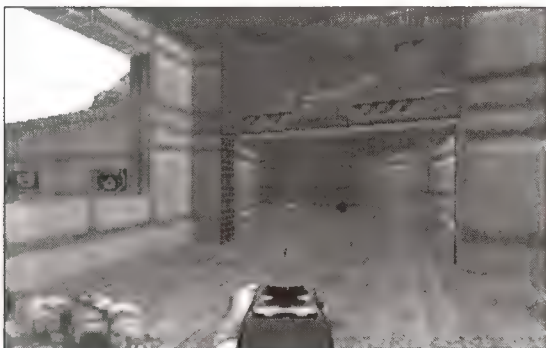


EPISODE 1 KNEE-DEEP IN THE DEAD

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After you get through the blue door, follow the curving stairs and head down the *southwest* passage first. This leads to a switch (24) that you must throw to get to the Exit Room (26). Now backtrack around the corridor and go right at the curving stairs.



The door (25) opened by the switch leads to the Exit Room (26).



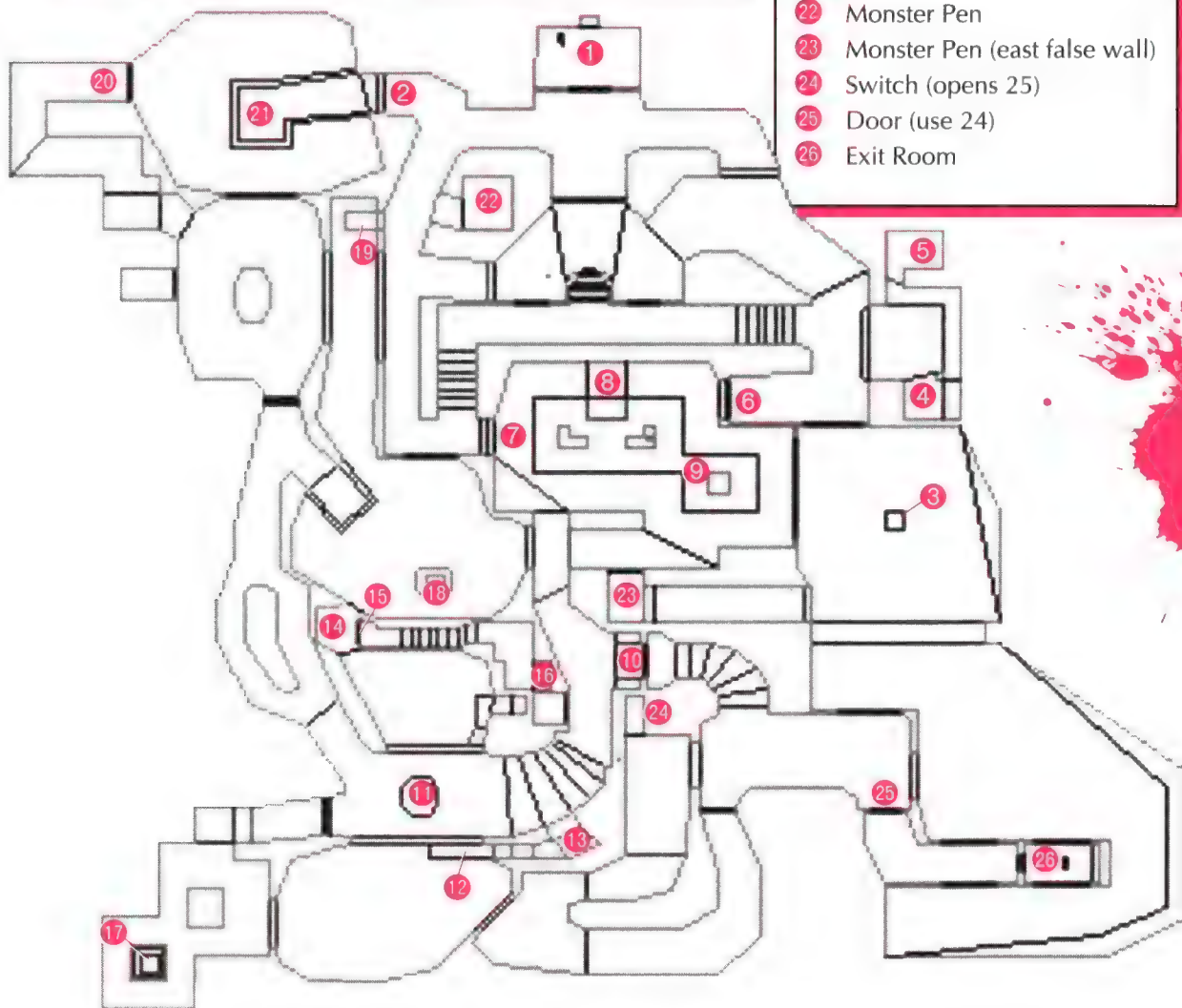
PART TWO DOOM SURVIVAL GUIDE

E1M7: Computer Station

- 1 Start
- 2 Red Security Door
- 3 Blur Artifact
- 4 Lift
- 5 Yellow Key Card
- 6 Yellow Security Door

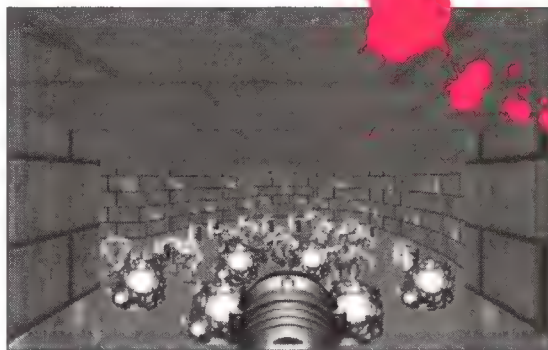
- 7 Yellow Security Door
- 8 Lift
- 9 Rocket Launcher
- 10 Blue Security Door
- 11 Pillar Lift
- 12 Chaingun
- 13 Backpack

- 14 Rad Suit
- 15 Switch (opens passage)
- 16 Switch (opens 17)
- 17 Chainsaw (use 16)
- 18 Blue Armor Vest
- 19 Soul Sphere
- 20 Red Key Card
- 21 Blue Key Card
- 22 Monster Pen
- 23 Monster Pen (east false wall)
- 24 Switch (opens 25)
- 25 Door (use 24)
- 26 Exit Room



E1M8: PHOBOS ANOMALY

It's big boss time. Are you ready? This simplistic maze is punctuated by some extremely beastly combat. For this level, it's best to have a rocket launcher with a healthy supply of ammunition—at least fifteen rockets, though thirty or more would be ideal.



In the Start Room (1), get your rocket launcher ready, then press the red button. When the lift stops, fire once. The chain reaction of exploding toxic barrels will eliminate most of the Demons, but two or three may escape. Polish them off, then proceed straight ahead (east) to the lift (2).

Get on the lift and grab the Computer Map, then hop off and head north down the stairs.

Near the bottom of the stairs on the right side, you'll find a secret door. Behind it sits a Soul Sphere (3).

Go through the door now and pick the main room clean of whatever you need. You'll find a chaingun and plenty of ammo in the east alcove (4) and a shotgun and boxes of shells in the west alcove (5). Now continue north to the green button. Press it and ride the lift that appears.





A small Spectre attack awaits at the top. But that's minor compared to the twin Barons of Hell (6) that burst from those doors when you step off the lift. Good luck! Remember, five *direct* rocket hits will take down a Baron.

- ★ **Combat Strategy Tip:** Hurry to the points of the star structure for some items that might help fend off the Barons and Spectres that hunt you. In particular, the Blur Artifact (8) will help.

Then hop down and flip that last switch (9). Climb the stairs and walk over the final evil teleport (10). Congratulations, you've completed Episode One.



ONCE YOU BEAT THE BIG BADASSES AND
CLEAN OUT THE MOON BASE YOU'RE SUPPOSED
TO WIN. AREN'T YOU? AREN'T YOU? WHERE'S
YOUR FLY AWAY AND TICKET HOME? WHAT
THE HELL IS THIS? IT'S NOT SUPPOSED TO
END THIS WAY!

IT SMELLS LIKE ROTTEN MEAT. BUT LOOKS
LIKE THE LOST DEIMOS BASE. LOOKS LIKE
YOU'RE STUCK ON THE SHORES OF HELL.
THE ONLY WAY OUT IS THROUGH.

TO CONTINUE THE DOOM EXPERIENCE, PLAY
THE SHORES OF HELL AND ITS AMAZING
SEQUEL, INFERNO!

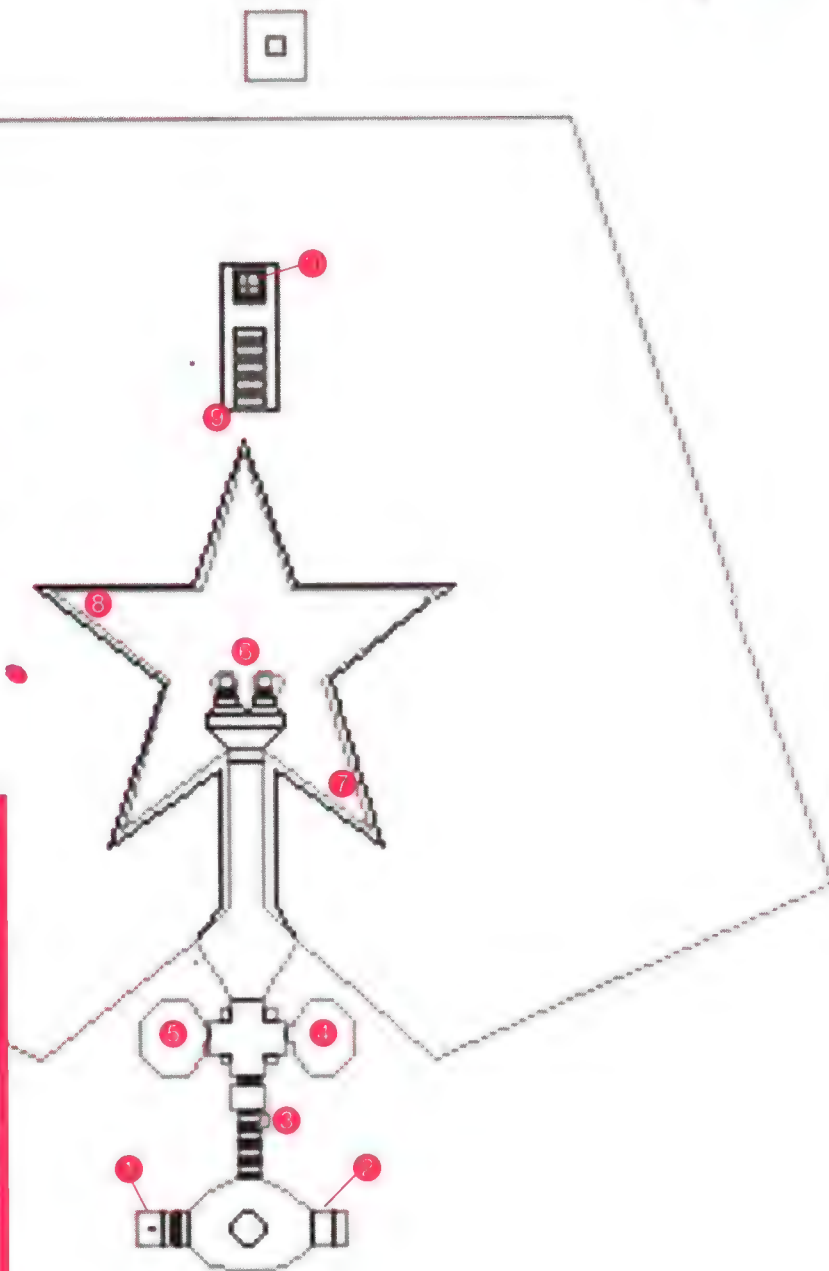
Here's the final screen.

EPISODE 1 KNEE-DEEP IN THE DEAD

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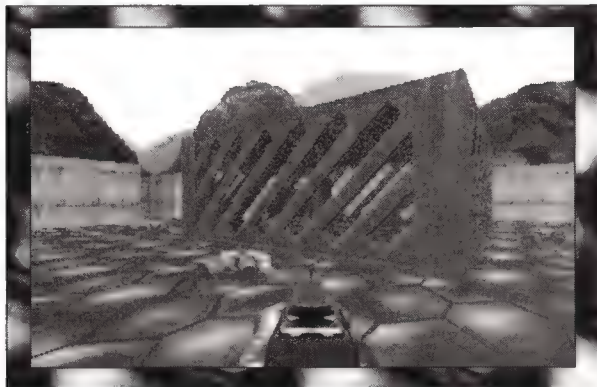
E1M8: Phobos Anomaly

- 1 Start
- 2 Lift (computer map)
- 3 False Wall (Soul Sphere)
- 4 Chaingun and Ammo
- 5 Shotgun and Shells
- 6 Twin Barons of Hell!
- 7 Computer Map
- 8 Blur Artifact
- 9 Switch (raises stairway to 10)
- 10 End-Game Teleport (use 9)



E1M9: MILITARY BASE (SECRET LEVEL)

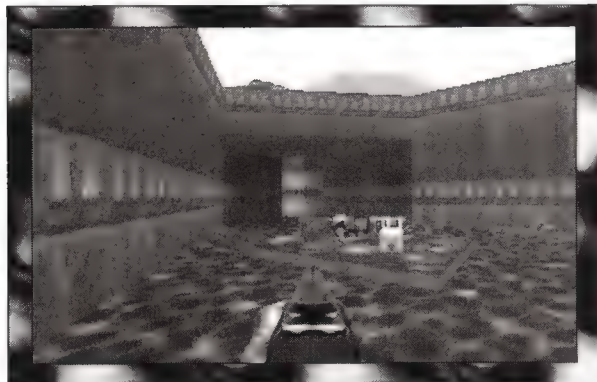
This is the level you discovered back in the Toxin Refinery (E1M3). It's not too complex, maze-wise. But it's loaded with monsters.



You start off (1) with this Imp cage (2) in the center of the base. Not a pretty sight when you're finished. From here, go down the passage to the East Room first.

Walk into the light on the eastern wall and you'll get a lift (3) down to the slime pool below.

Pick those Imps off the top of the pillars, then make a run to the green armor vest (4). Go back up the lift to the East Room, then try the lift (5) in the southwest corner of the room.



Another slime pool! And a chaingun (6) to boot. Take the same lift (5) back up, go out to the center courtyard.



Go west. In the West Room, you'll see the yellow Key Card (7) on the other side of the barrier. Battle around to pick it up, then head due north to the Northwest Room—the room with the pentagram (8).



- ★ **Combat Strategy Tip:** Touching that pentagram (8) triggers a wild and woolly teleport party. Your best strategy here is to go around to the north side of the pentagram without touching it, then sprint across it, heading south to the stairway (picking up the rocket launcher and rockets in the process). When you get to the top of the stairs, turn and face the music. The monsters will be forced to come after you single file, more or less, so you can pick them off with your rockets without getting flanked.

Now that you've got the yellow Key Card, head for either of the yellow Security Doors (10, 11) leading to the Southeast Room.



PART TWO DOOM SURVIVAL GUIDE



You'll find another big monster party waiting for you . . . and the red Key Card (12) as well.

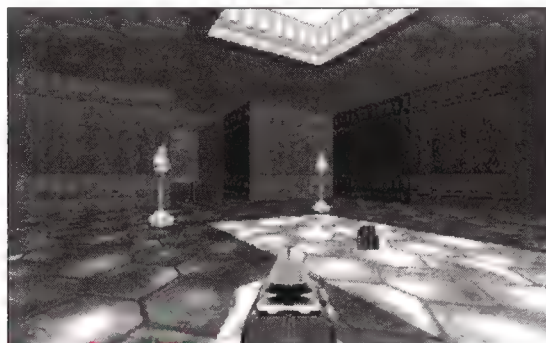


Warning: When you pick up the card, you trigger open a monster pen in the southeast corner of the room. Be ready!



Now head due west for the red Security Door (13) leading to the Southwest Room. Yep . . . another mêlée. Get around to the alcove in the southwest corner where you can blast barrels and flip the switch (14), which opens a secret passage (15) just around the corner (behind the barrels).

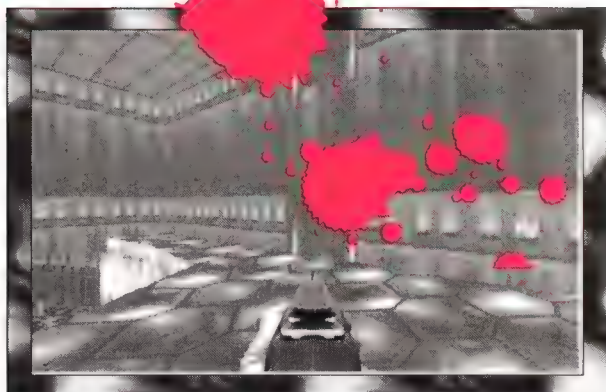
Unfortunately, the switch frees about a zillion Demons. After you obliterate them, get the blue Key Card (16) from their now-empty pen in the South Room. Then head due north to the blue Security Door (17) leading into the North (Exit) Room.



EPISODE 1 KNEE-DEEP IN THE DEAD



Another brutal firefight. If you've survived this far, you are a true warrior.

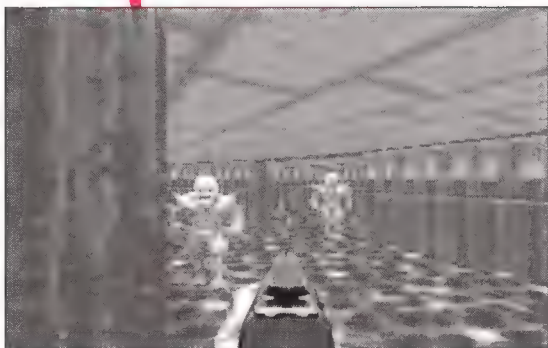


Push that odd section on the east wall (18) of the North Room to enter the chamber of high pillars.

That pillar (19) with the ammo box at the far end lowers when you hit the bottom of the stairs. Run straight at it to hop aboard. Once you get to the top, run from pillar to pillar in a counterclockwise direction (starting with the rocket box (20)) to get all the other goodies.



Tip: Use the Automap screen here. You can see your position on the platforms much better.



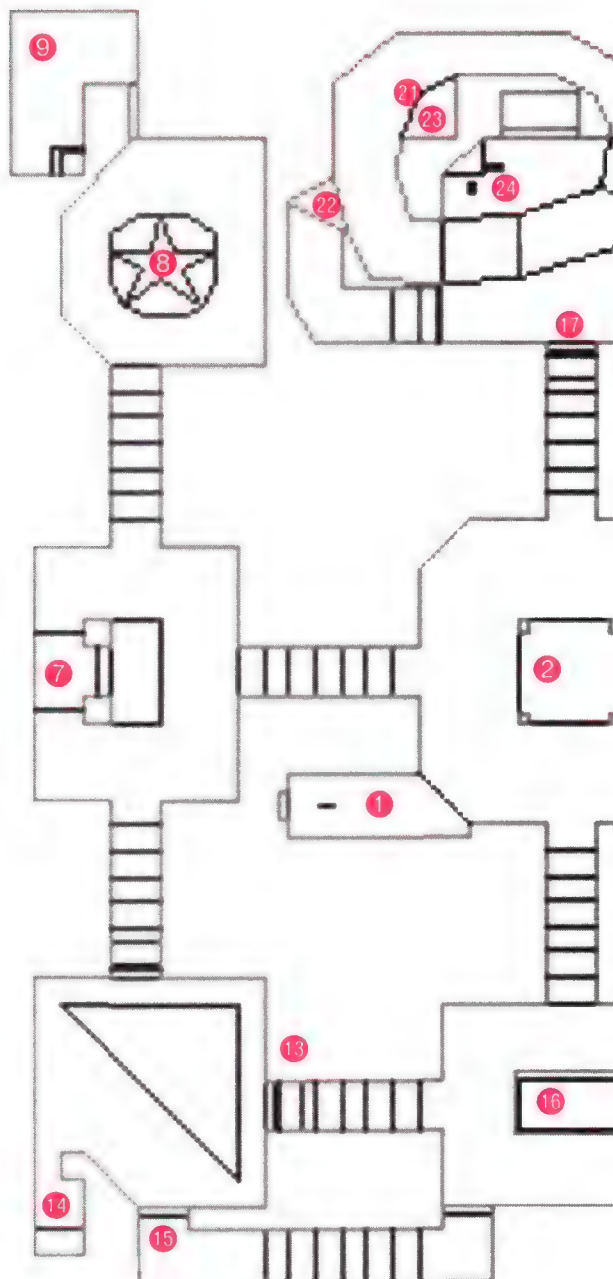
Back in the Exit Room, jump down into the slime trench heading west. When you get to the platform (21) with the green button, a secret door (22) automatically opens on the wall across the trench, releasing an Imp attack.

After you blast the Imps, push the green button (23) to raise a hidden drawbridge (24) to the Exit switch. Step off the platform, then back on again to open the wall (22). Run like mad for the opening across the trench. Keep running till you reach the lift, then ride up.

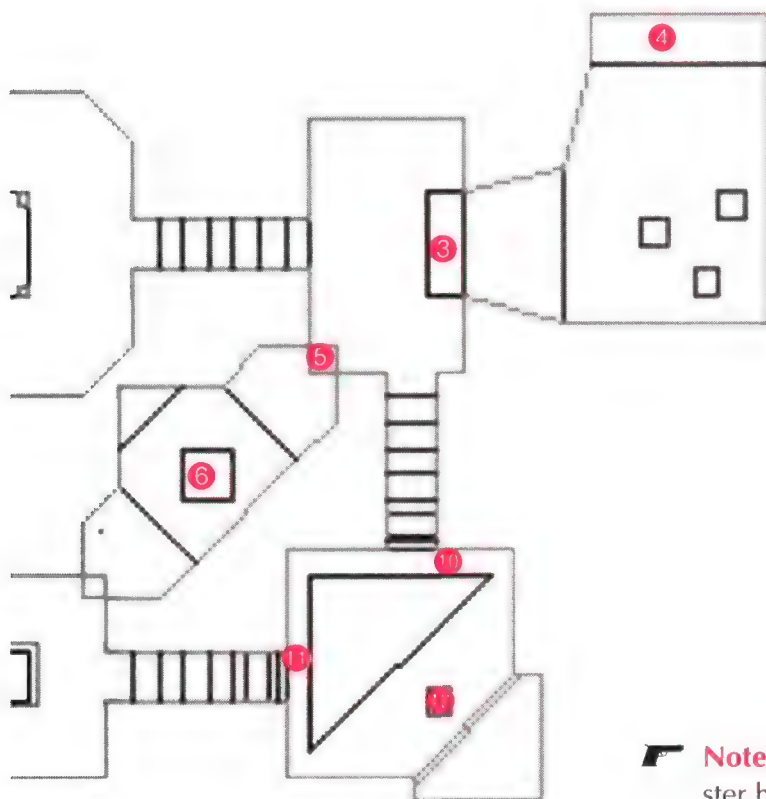
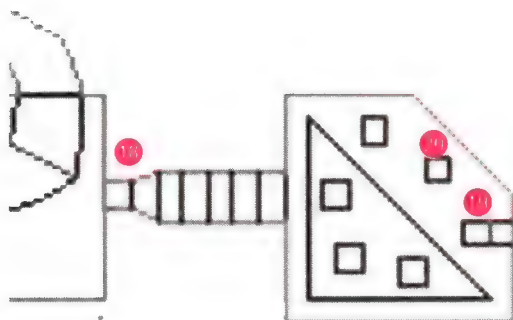


Cross the drawbridge (24), flip the switch, and you're done, pal.

PART TWO DOOM SURVIVAL GUIDE



EPISODE 1 KNEE-DEEP IN THE DEAD



E1M9: Military Base

- 1 Start
- 2 Imp Cage
- 3 Lift
- 4 Green Armor Vest
- 5 Lift
- 6 Chaingun
- 7 Yellow Key Card
- 8 Pentagram (rocket launcher)
- 9 Monster Pen (no access!)
- 10 Yellow Security Door
- 11 Yellow Security Door
- 12 Red Key Card
- 13 Red Security Door
- 14 Switch (opens 15, 16)
- 15 Passage (use 14)
- 16 Blue Key Card (use 14)
- 17 Blue Security Door
- 18 False Wall
- 19 Pillar-Lift (run counterclockwise, pillar to pillar)
- 20 Box of Rockets
- 21 Platform (opens 22)
- 22 Secret Door (use 21)
- 23 Switch (raises 24)
- 24 Hidden Drawbridge (use 23)

Note: There seem to be a couple of monster holding pens (9) that show up on the map, but you can't get to them without using cheat mode. You aren't missing anything though; there's nothing in them now.

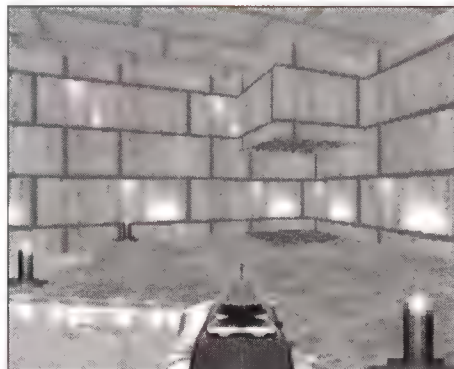


THE SHORES OF HELL

E2M1: DEIMOS ANOMALY

Because of all the teleports and sectors in this level, it may help to refer to the map when following this walk-through solution.

Clean out the Start Room (1) and take the blue Key Card (2) at the end of the corridor. Then return west to use the teleport (3) shown at right in the northwest corner.





PART TWO DOOM SURVIVAL GUIDE



Warning: Be wary of enemies teleporting in from the next sector.



From the arrival teleport (4), battle down the corridor to the switch on the wall (5), then flip it to raise a hidden Switch Panel (6), with red buttons on both sides, and also reveal a teleport (7) in the northeast corner.

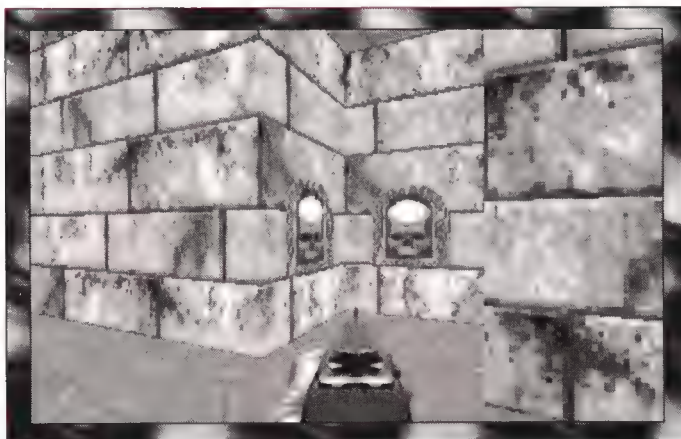
On the now-raised Switch Panel, push the west-facing button to open a Secret Room (8) where you'll find the red Key Card. Return to the Hidden Panel and push the east-facing button to open a secret teleport (9) back in the sector where you started. Take the teleport (4) back to that sector.

Follow the corridor east, then south to the newly revealed teleport (9) shown at left. Take that to the next teleport (10), where you'll find a plasma gun (11) and some energy cells.

Take teleport (10) back to teleport (9), then teleport (3) back to teleport (4). Go back to the Switch Panel area and take teleport (7) to teleport (12) in the next sector.



EPISODE 2 THE SHORES OF HELL



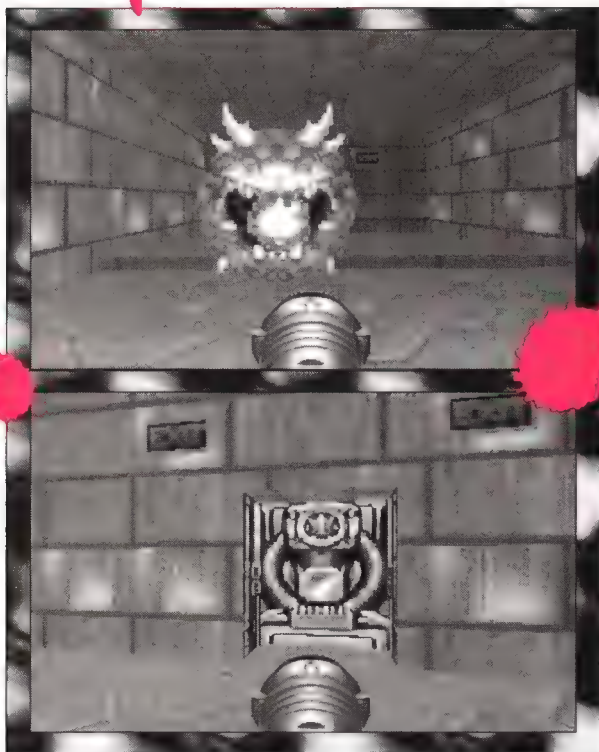
Proceed to the indentation on the left. Two skull switches (13) are inside; push the one on the east wall first.

You'll find a hidden teleport (14) to a passage (15) full of bonus gifts. Scoop them up; you'll need them. Now use either of the teleports (15 or 16) in the corridor. They both return you to the hidden teleport (14).

When you get back to the skull switches (13), push the south skull. This lowers a platform out in the corridor, clearing the way to the Security Doors. Behind the red Security Door (17) you'll see the blue armor vest and the Computer Map. Behind the blue Security Door (18) you'll find another teleport (19). Use it to reach the teleport (20) in the next sector.



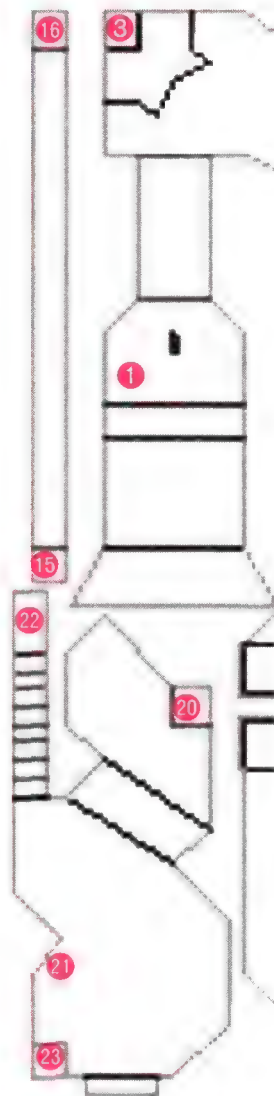
Press the red button (21) on the wedge of the west wall to raise the hidden stairs up to the level of the higher button (22). Press that button to reveal still another teleport (23) in the far southwest corner, which leads to a teleport (24) in the final sector.



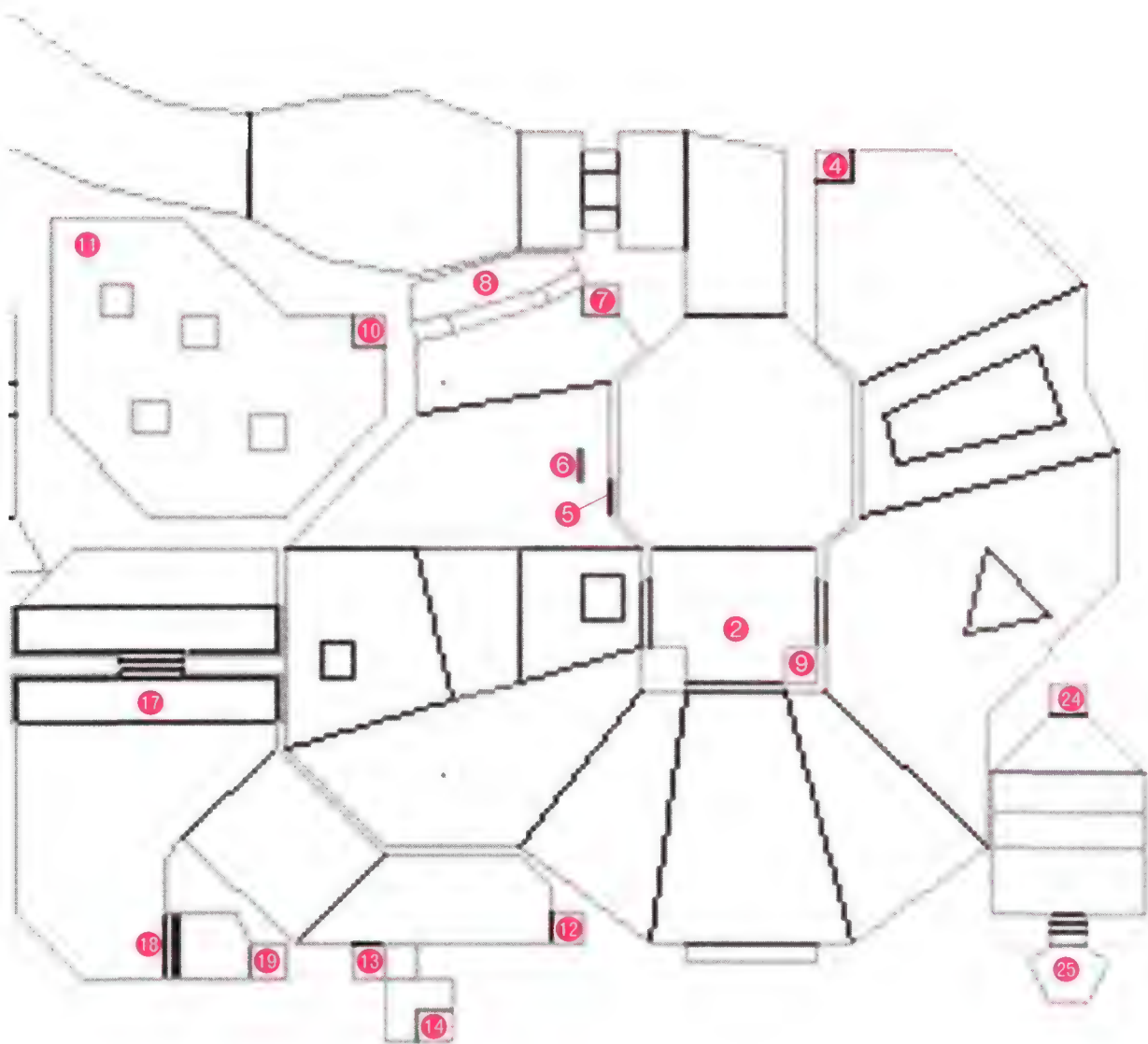
Head straight for the wall ahead of you. It'll lower automatically to the Exit Room (25)—beware the Cacodemon.

E2M1: Deimos Anomaly

- | | |
|---|--|
| 1 Start | 14 Teleport (to 15) |
| 2 Blue Key Card | 15 Teleport (to 14) |
| 3 Teleport (to 4) | 16 Teleport (to 14) |
| 4 Teleport (to 3) | 17 Red Security Door (blue armor vest, computer map) |
| 5 Switch (raises 6, opens 7) | 18 Blue Security Door |
| 6 Switch Panel (west opens 8, east opens 9) | 19 Teleport (to 20) |
| 7 Teleport (to 12) | 20 Teleport (to 19) |
| 8 Secret Room (Red Key Card) | 21 Switch (raises stairway) |
| 9 Teleport (to 10) | 22 Switch (opens 23) |
| 10 Teleport (to 9) | 23 Teleport (to 24) |
| 11 Plasma Gun | 24 Teleport (to 23) |
| 12 Teleport (to 7) | 25 Exit Room |
| 13 Skull Switches (two) | |



EPISODE 2 THE SHORES OF HELL





PART TWO DOOM SURVIVAL GUIDE

E2M2: CONTAINMENT AREA



No tricks here, just clean out the warehouse full of boxes. From the Start Room (1), go to that first switch (3) on the left (east) wall to lower the shotgun (4). Look for boxes stacked as "stairs" (example shown at left) to climb to vantage points and find items.

Along the far west wall you'll find a single box (5); it's actually a lift, if you approach it from the north. Elsewhere you'll find green armor vests in three different locations. After you finish mopping up the warehouse, go through the southern exit.

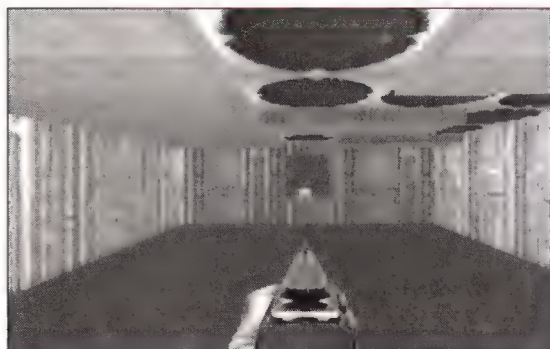


Head south until you reach this switch (9) that opens the door on the right. Go through and follow the left wall around the corner to the yellow Key Card Room (10).



EPISODE 2 THE SHORES OF HELL

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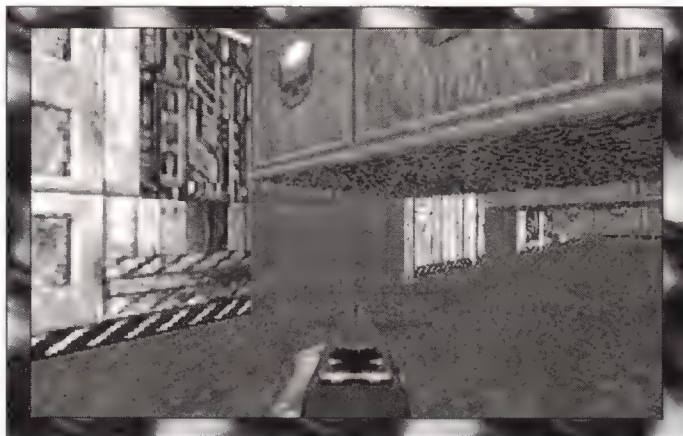
See the blue lights on the ceiling? Step forward onto the slime and follow the pattern of the lights. A bridge will rise from the slime, leading all the way to the yellow Key Card.

Now exit and go south, sticking to the left wall again. You'll come to three circular lift areas.

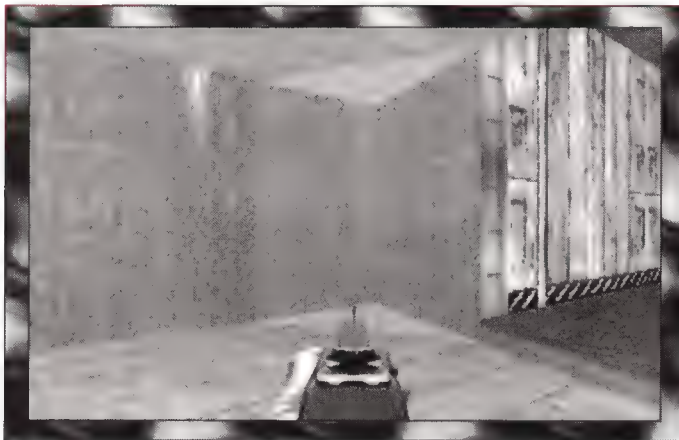
☆ **Tip:** A secret corridor (11) leads from the northern lift area.

Continue along the left wall heading west now until you reach the sign for Exit Room (13). You need to raise a bridge to get to it. Swing left around the corner to . . .

. . . the corridor with the crushing ceilings (15). Run down the passage leading north from the middle crushing ceiling (seen at right) to pick up the chainsaw (16), which will trigger a deadly Lost Soul attack. After you dispatch them, go back out to the crushing ceiling hallway and continue east, then north to the blue Key Card (17).

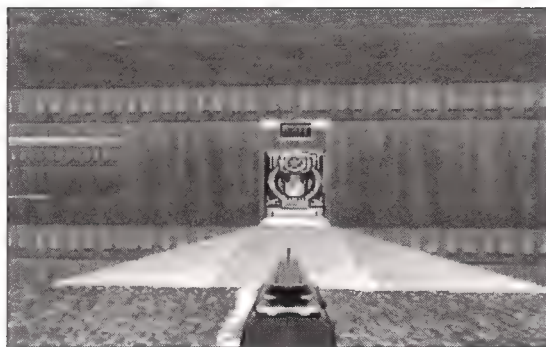


🔪 **Note:** Save your game here; the next maneuver is a one-shot deal.



See that triangle of light (18) in the southeast corner? Back into it to trigger open a lift with a Soul Sphere (19) directly across the slime pool to the north, then run like hell to get there before the door closes. Once you're on it, the lift will rise again. If you get caught, simply push the switch at the top to lower the lift again.

Continue north to the stairs on the right; they lead down to one of the blue Security Doors (12). Open it, then go through the next blue door on the right to get the red Key Card (20). Now go back through the crushing ceiling corridor in the south to the red door (14) in the southwest corner of the level.



Enter and press this switch (21) to raise that drawbridge (22) you see out the window. This new bridge now gives you access to the Exit Room. Don't use it yet; continue north, then east.

EPISODE 2 THE SHORES OF HELL



Go to the switch (23) on the rock pillar. Save your game; the next move is another one-time-only shot. Press the switch, then hurry to that second pillar (24) just east. It will lower momentarily with the plasma gun.

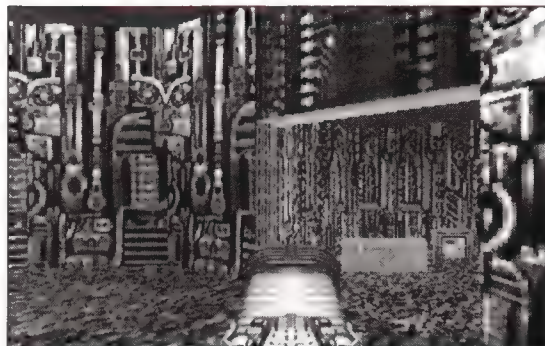
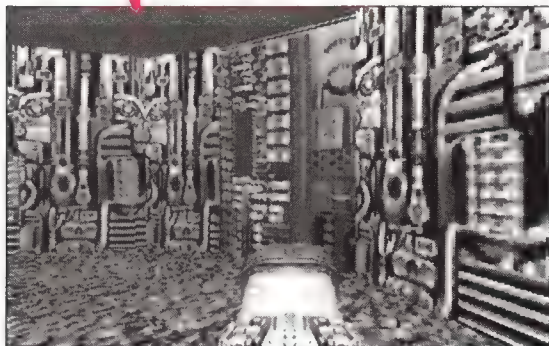
Head west, north, then west again to find the blue armor vest (25), then return down the corridor east until you can turn left into the blue trench area. The first two trenches contain only minor goodies; the third has a passage out to the north that leads to . . .

. . . a backpack of ammo (26). Be ready—taking it triggers open a teeming monster pen directly behind it! After you clean it out, press the false east wall to find another pen. Press the next false wall (to the southeast) to find a secret corridor.





PART TWO DOOM SURVIVAL GUIDE



Go in a ways and look at the top of the right-hand wall. See that thin green line at the top? Press that section of wall to reveal another Secret Room containing a Computer Map (27) and other items.

Continue down the corridor, then press the false wall at the end to get back into the big Pillar Room in the center of the level. The hall west leads to a slime trench in which you'll find little of interest, but you can explore it if you'd like.

When you're ready, work your way north to the yellow Security Door (7) in the far Northern Room.



Push the switch (28) to lower the chaingun (29), then exit and go to the other yellow Security Door (8) in the northeast corner of the level. Enter and cross the large room. You'll see the backpack (30), but as you approach it, it will rise up on a pillar. Two other pillars rise as well.

EPISODE 2 THE SHORES OF HELL



Each pillar has a switch on its north side.

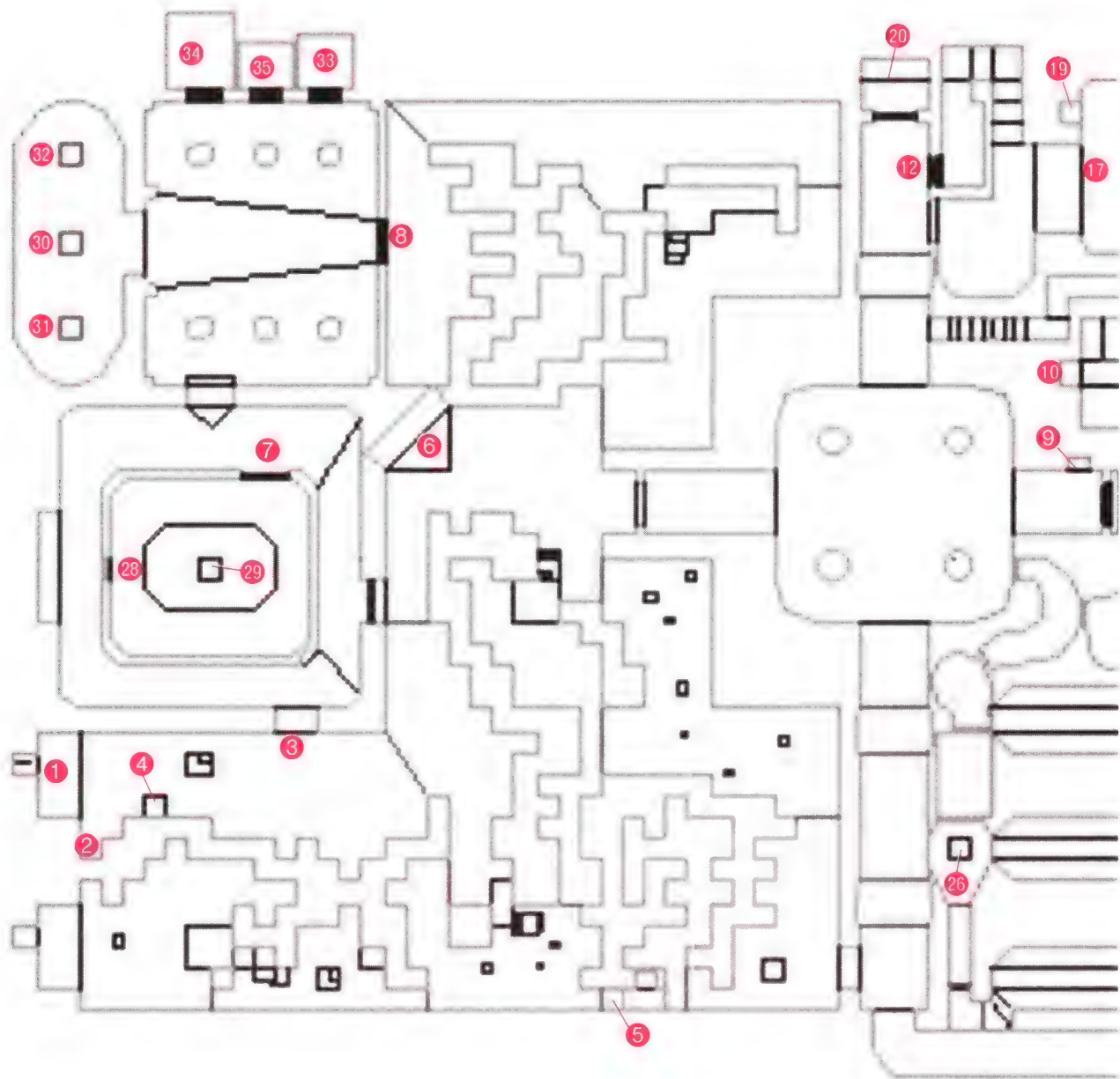
- ☆ **Tip:** *Press all three of them before you leave*, because when you enter any of the rooms that the switches trigger open, the pillars recede back into the floor—permanently.

The middle switch (30) opens the South Room (33) with the ammo box inside. The west switch (31) opens the North Room (34) with the box of rockets inside. The east switch (32) opens the middle room (35) with the rocket launcher inside.

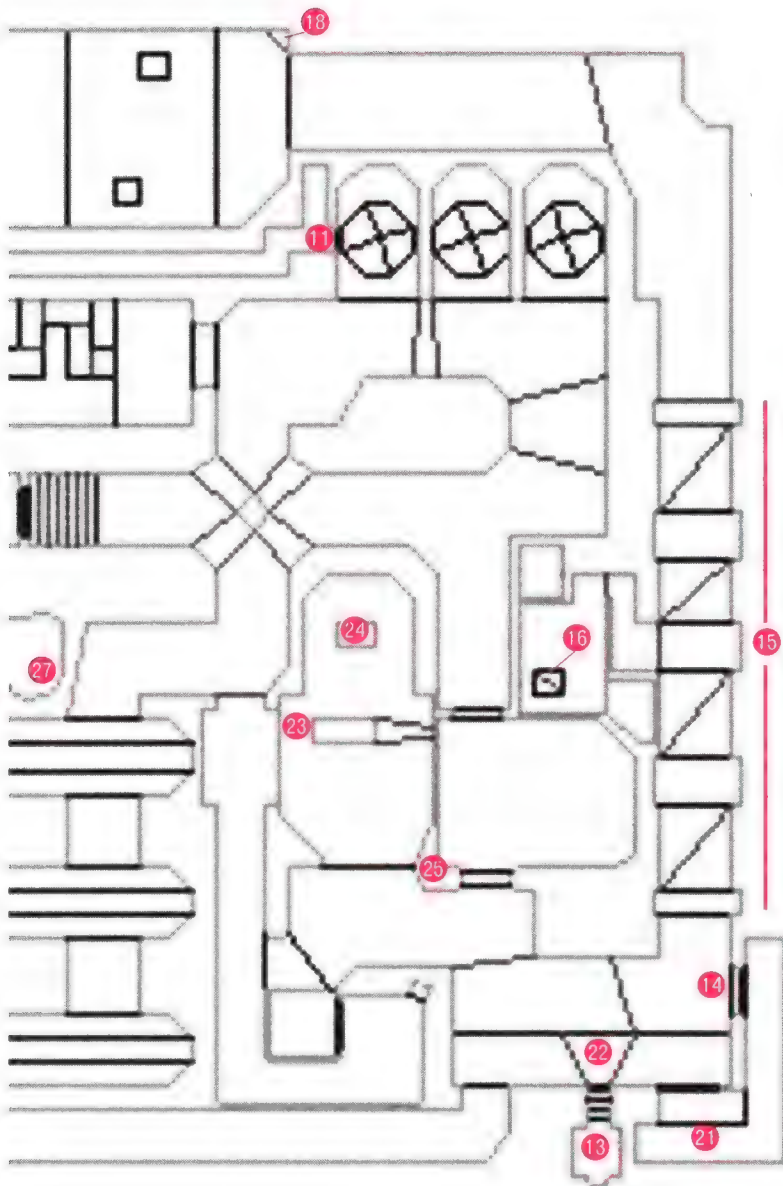
Now go back to the Exit Room (13) and press the exit switch.



PART TWO DOOM SURVIVAL GUIDE



EPISODE 2 THE SHORES OF HELL



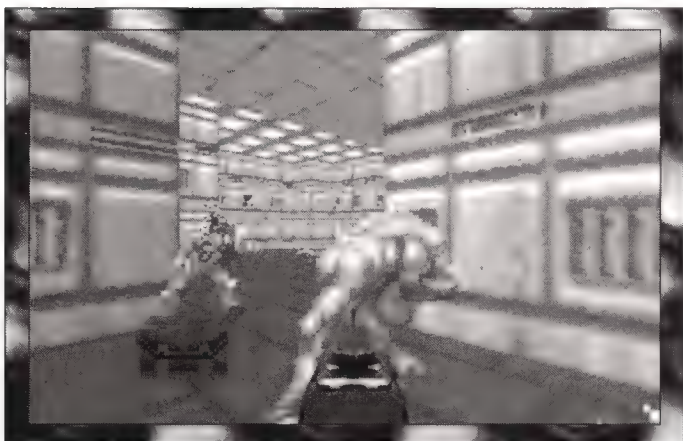
E2M2: Containment Area

- 1 Start
- 2 Green Armor Vest
- 3 Switch (lowers 4)
- 4 Shotgun (use 3)
- 5 Platform (from north)
- 6 Berserk Pack
- 7 Yellow Security Door
- 8 Yellow Security Door
- 9 Switch (opens nearby door)
- 10 Yellow Key Card
- 11 Secret Corridor (bottom of lift)
- 12 Blue Security Doors (two)
- 13 Exit Room
- 14 Red Security Door
- 15 Crushing Ceiling Area
- 16 Chainsaw
- 17 Blue Key Card
- 18 Triggers 19 (*one time only*)
- 19 Soul Sphere (use 18)
- 20 Red Key Card
- 21 Switch (lowers 22)
- 22 Bridge (use 21)
- 23 Switch (lowers 24 *one time only*)
- 24 Plasma Gun (push 23)
- 25 Blue Armor Vest
- 26 Backpack
- 27 Computer Map
- 28 Switch (lowers 29)
- 29 Chaingun (use 28)
- 30 Switch (opens 33)
- 31 Switch (opens 34)
- 32 Switch (opens 35)
- 33 Room (use 30)
- 34 Room (use 31)
- 35 Room (use 32)



E2M3: REFINERY

This level has one of the toughest Start Room (1) sequences in *Doom*. Unless you're combat-happy (or at least well-armed), I wouldn't try that first door on the right just yet. But then again, it's not an impossible situation. Here's one strategy:



Enter the room. Blast your way to the Berserk Pack (3) as quickly as you can, then use it to battle your way to the southwest corner of the room for the chaingun (4). There's also a box of rockets (6) up in the northeast corner. Now you've got a little firepower. You've also got the beasts riled at each other.

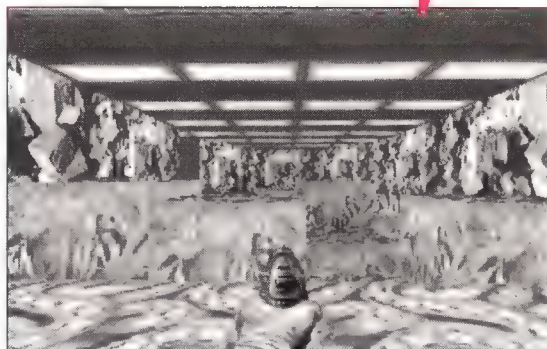
- ★ **Combat Strategy Tip:** Sit in one of the small side rooms—the Rocket Box Room (6), for example—for a while. Let the other creatures attack each other in the main room before you rejoin the fray.

After you mop up the area, exit and continue south to the big Cacodemon pen. Go around behind the cage and scoop up the Blur Artifact (2) there, then return and pop the big red goofballs. Exit via the southeast door.

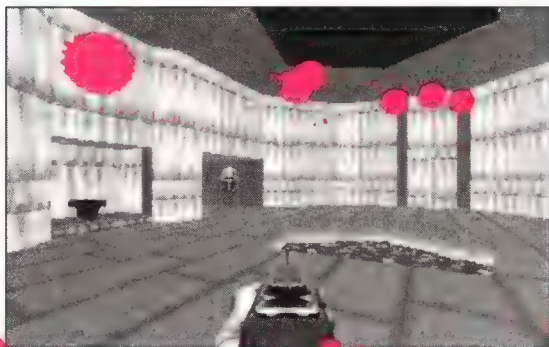




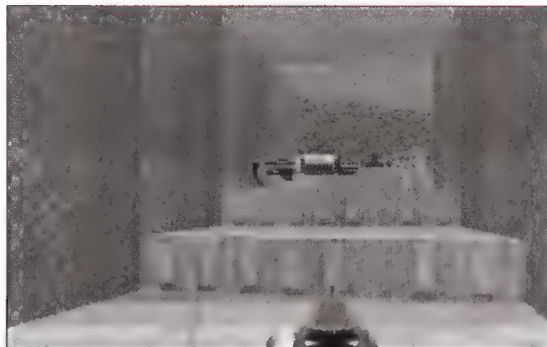
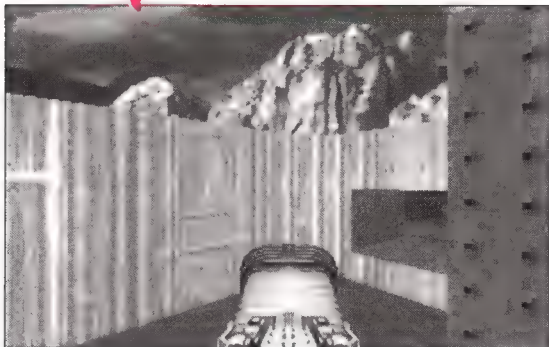
Follow the corridor around to the false wall (7), behind which you'll find a backpack (8). Now exit and head west to . . .



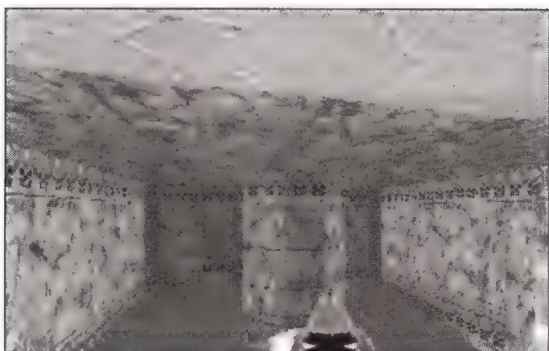
. . . the Multiple Lift Room (9). Cross the lifts, grabbing the items you need, then exit west into the Green Slime Room. Hustle south over the toxic stuff to get the shotgun (10) on the podium. Then head east to . . .



. . . the room with the slime pool pentagon. Grab that blue armor vest (11) and exit west.

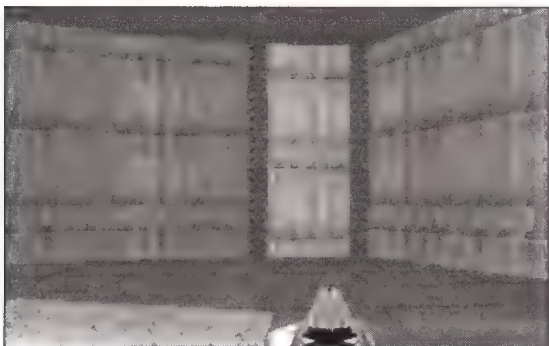


Continue straight west, sticking to the left wall, until you come to this red slime pool in the far southwest corner. Hop in, go up the stairs to get the plasma gun (12), then . . .



. . . continue to this overlook, where you can snipe away at the Baron of Hell and Demons that snarl below. The blue Key Card (13) waits for you on the other side of that pillar behind the Baron.

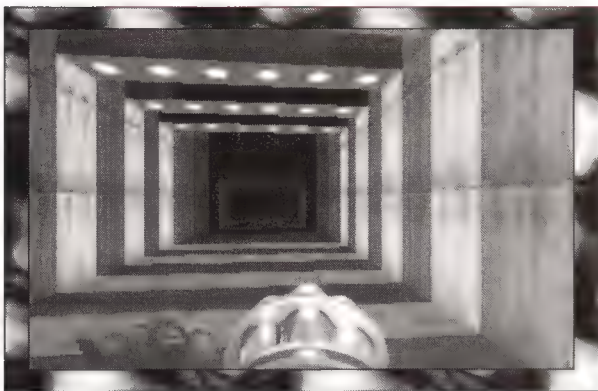
Exit through the east door, head north at the intersection to mop up the big room there, then head south to clean up anything that remains in the southwest corner of the Refinery. When you're finished, head east.



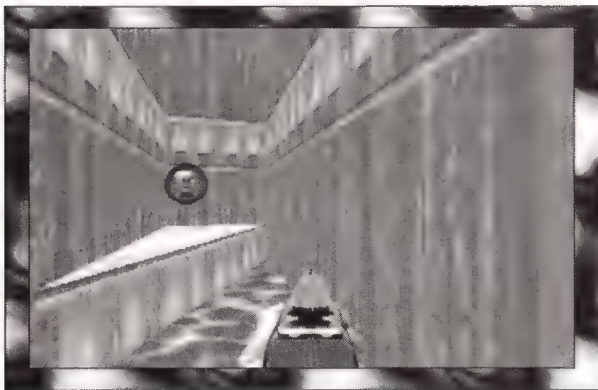
Travel Tip: On your way east, you can use this false wall (14) in the southeast corner of the room with the slime pool pentagon.

EPISODE 2 THE SHORES OF HELL

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Now that you've got the key, you can enter the blue Security Door (15), then head south through the flashing corridor (shown above) into the open room. Now head north through the Dark Room with the pillars until you reach the big slime lake. Right around the corner to the southeast is a Rad Suit (17). Use it to explore the rest of the lake. The only thing of real interest is . . .



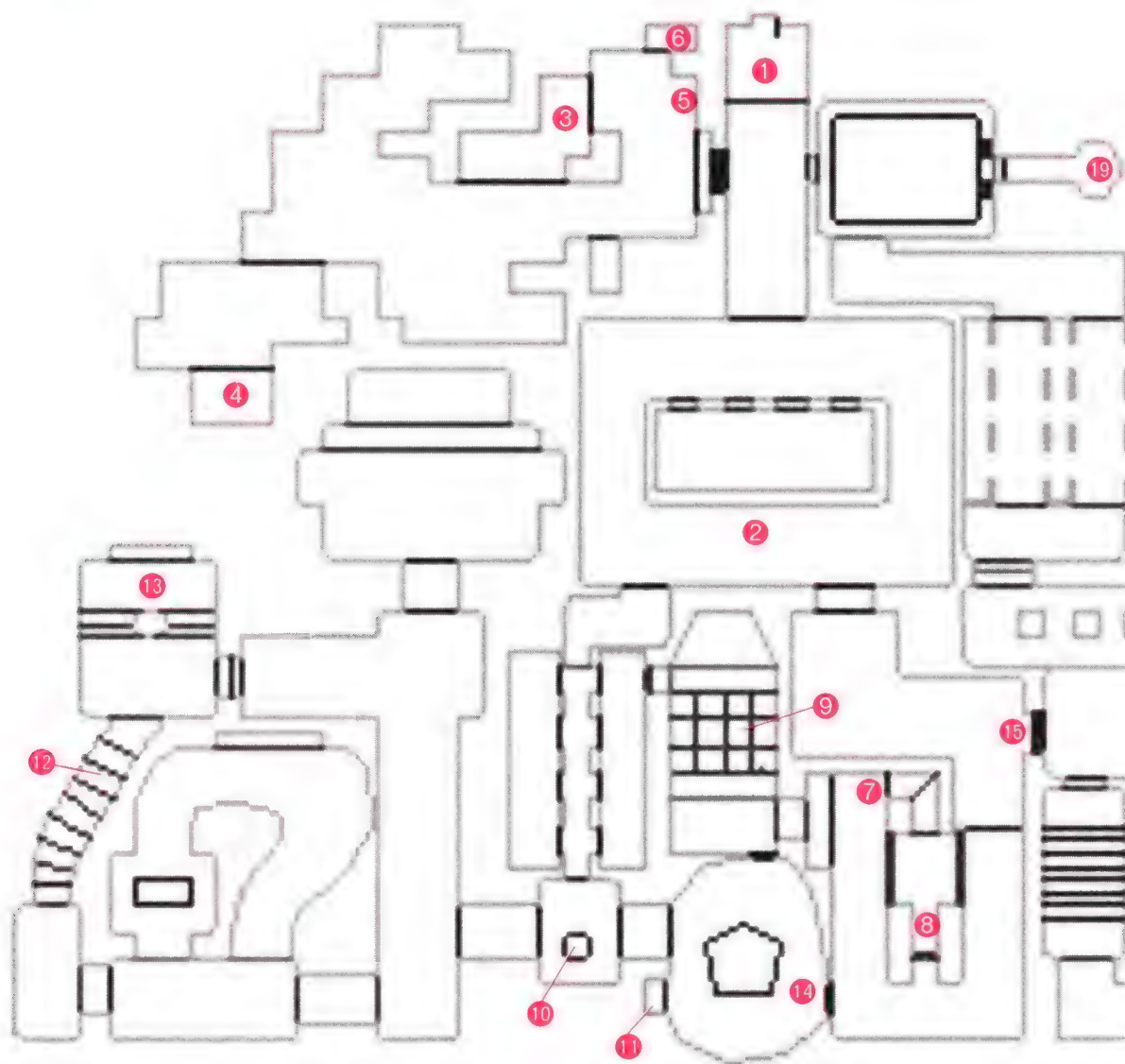
. . . the Soul Sphere (18) tucked into that alcove in the far eastern part of the lake. Once you get it, hurry back to the lake pillars and exit via the north.

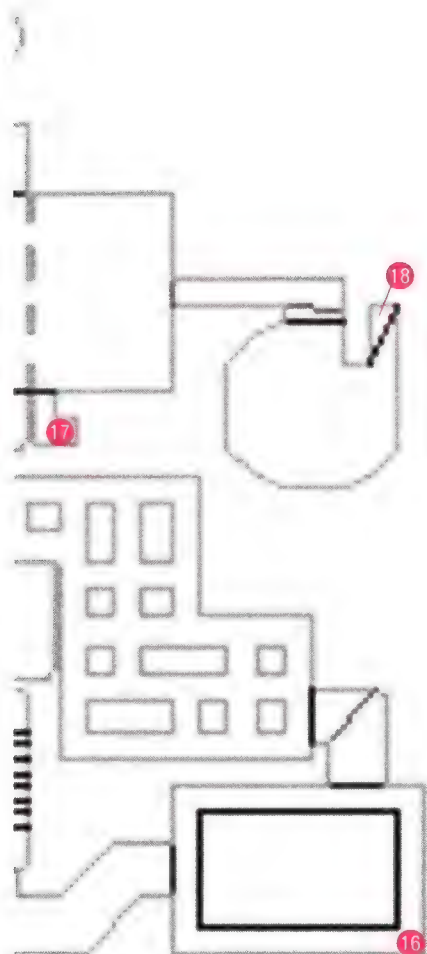


Follow the corridor around to the Exit Room (19).



PART TWO DOOM SURVIVAL GUIDE





E2M3: Refinery

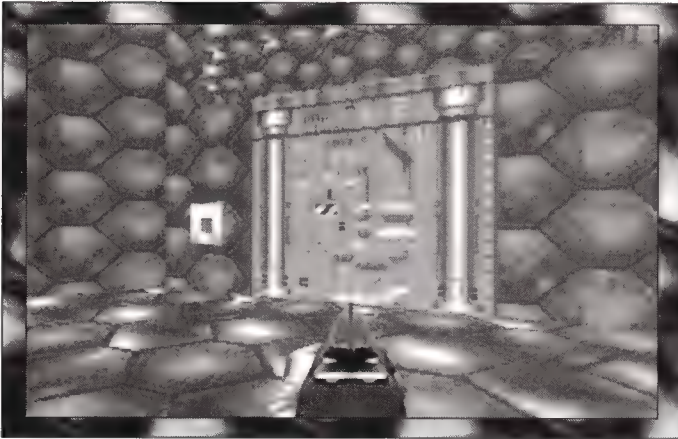
- 1 Start
- 2 Blur Artifact
- 3 Berserk Pack
- 4 Chaingun
- 5 Rad Suit
- 6 Rocket Box
- 7 False Wall
- 8 Backpack
- 9 Multiple Lift Room
- 10 Shotgun
- 11 Blue Armor Vest
- 12 Plasma Gun
- 13 Blue Key Card
- 14 False Wall
- 15 Blue Security Door
- 16 Blur Artifact
- 17 Rad Suit
- 18 Soul Sphere
- 19 Exit Room



PART TWO DOOM SURVIVAL GUIDE

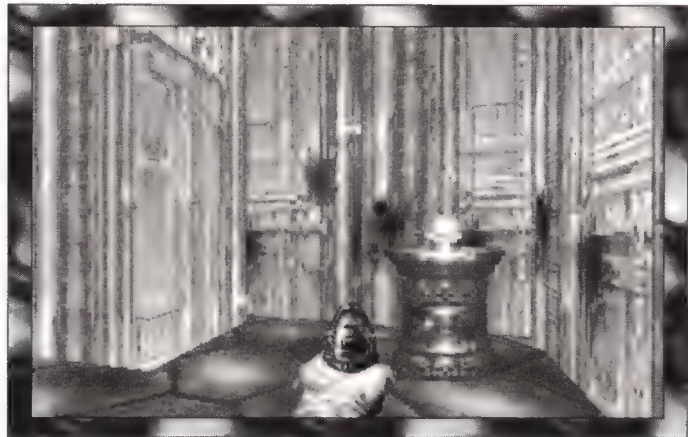
E2M4: DEIMOS LAB

In the Start Room (1), press the south wall to enter a Secret Room (14) with a shotgun and shells. Then come out and use the teleport to warp to a room in the far east (2) of the lab.



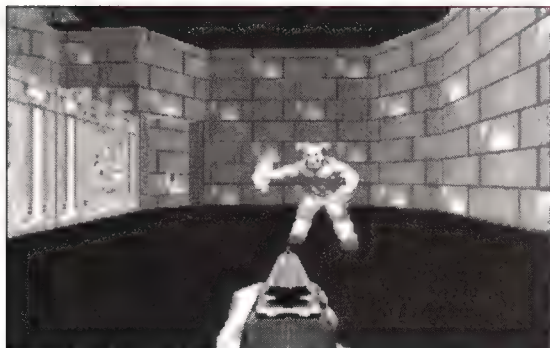
Press the green button to lower the lift (3) and hop on.

Go around the pillars to the right and approach the small Skull Podium (4). The pillars will lower, giving you access to the Computer Map (5) and green armor vest. Be ready for combat, though; a Cacodemon and other beasts will be unleashed.



Return to the south and take the passage leading west across the circular slime river. Continue westward until you reach the far west wall, then go south through the door where you'll meet . . .

EPISODE 2 THE SHORES OF HELL



... this very unhappy Baron of Hell (8). When you get past him, press the button to take the lift up to the blue Key Card (9), then flip the switch to lower the wall and proceed east. Follow the corridor past the crushing ceilings (10), sticking to the right wall until you reach ...

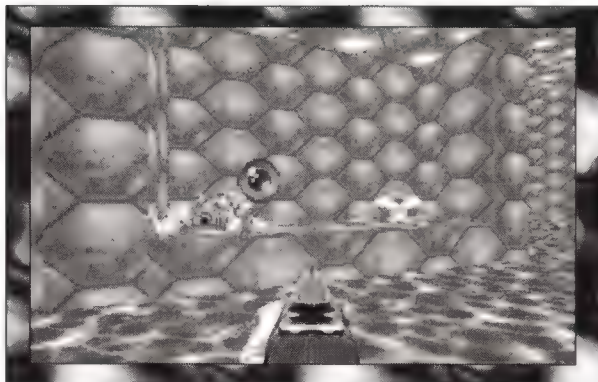


... the narrow bridge that leads to rockets, energy cells, shells, and a Rad Suit (11).

☆ **Tip:** Swing around *behind* the Rad Suit to grab the other goodies first. If you get the suit last, you'll save precious seconds of protection.

Now hop down on the south side of the bridge, run for the Berserk Pack (6), and wipe out the beasts. Then take the only exit, which leads east, then north back to the circular slime river.

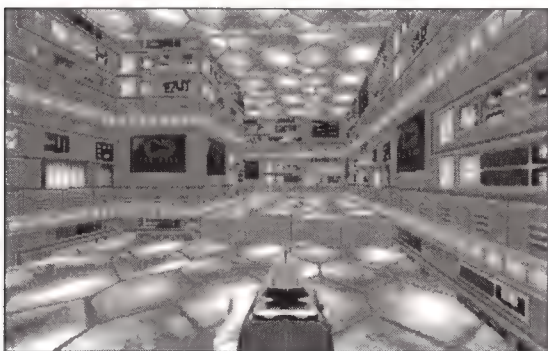
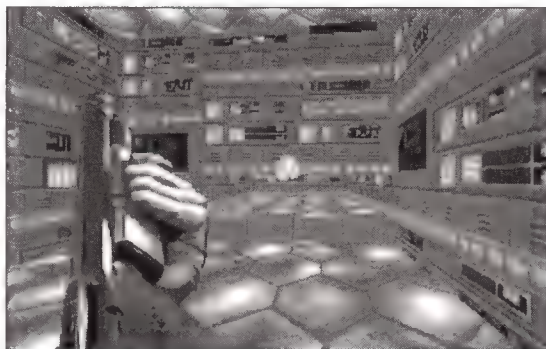
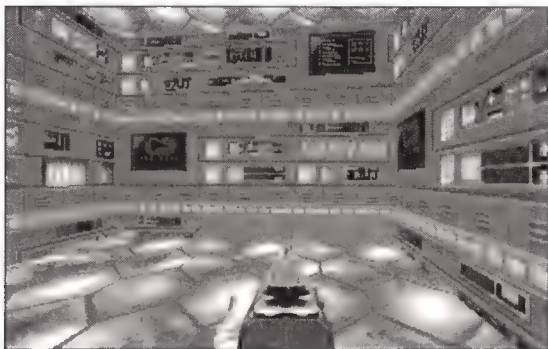
Follow the circle of the river north to the small platform with the Blur Artifact and green armor vest (7).





PART TWO DOOM SURVIVAL GUIDE

Now hustle up that passage directly across the river to the north. You'll face a major Demon attack, with a few Spectres thrown in to spice the mix. Battle through them to the Soul Sphere (41) and the Rad Suit (40). Then return to the river and follow it to the passage (not the slime tributary) that leads west.



Take the first passage to the right, then right again. You'll find yourself facing a bank of computers. Give a good blast with your weapon, and it will open right up into a Secret Room (12). Inside, you'll find a Blur Artifact and a chaingun.

Now enter the large room to the west. That area between the computer banks is a crushing ceiling (13). When you enter the room, the wall behind you rises to seal you in. Clear out the room, but for fun, try to get that Cacodemon to chase you under the crusher.



EPISODE 2 THE SHORES OF HELL



Press the skull switch to escape. Go back south to the main hallway and take it west, then north to the blue Security Door (16)—be ready for an Imp swarm (15) coming from the east. Before using the blue Door, continue around the corridor to the west, then south to find the backpack (17), which is guarded by a Cacodemon.

Now go through the blue Security Door (16). After another Baron battle (18) . . .



. . . you'll find the yellow Key Card (19) to the north. Sprint across the red platform to get it, though—it sits under a crushing ceiling! Now take that door leading east into the circular hallway.

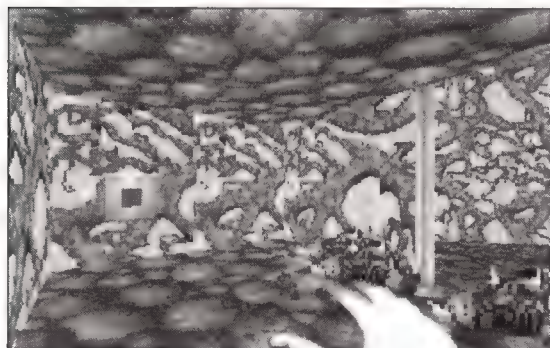
Turn left into the circular hallway and take the first right doorway. A lift (33) will drop you down a level. Rooms on either side of you (20, 22) are monster pens, and not one, but *two* Barons of Hell lead the pack. It's not pretty, but remember, you're a Marine.



Press the series of buttons to raise a stairway up to the central control area, where walking through an Activator Light (21) will open a Secret Door (23). Go downstairs through the door to the teleport (24) and take it to the southeast chamber (25).



Go south to the red slime lake and hop in. Don't bathe, though—hustle to that opening to the northeast (seen here, just left of the Exit sign). Press the switch (28) to raise the hidden bridge (29). Now take the teleport (27) to return to teleport (24) in the Circular Room area.



Go north to the switch (22) in the Northwest Room. This one is very tough; you need to press the switch to lower the lift (33), then run like mad to get there before it rises again. Fortunately, you can try it as many times as you need.



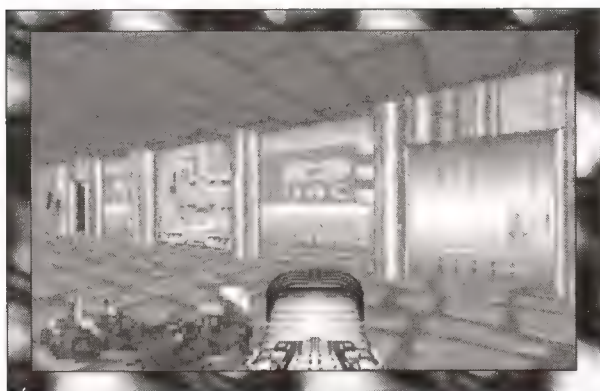
Once you get out, turn right and follow the circle to its easternmost point, where you can press a false wall (seen at left). The good news is you've found yourself a plasma gun (34).

EPISODE 2 THE SHORES OF HELL

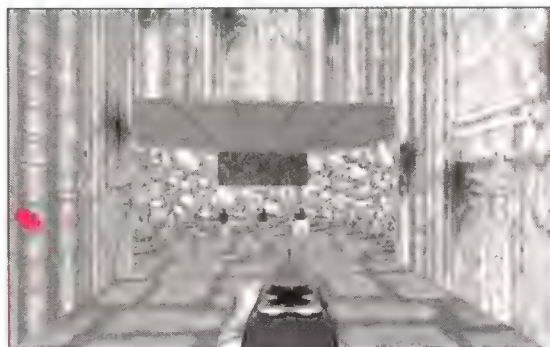


The bad news is you're sealed in, with that teleport (35) the only way out. Unfortunately, it takes you back to the Central Control Room (to 21, actually) of the circular area. Now you need to repeat your previous escape—press switch (22) and run to lift (33).

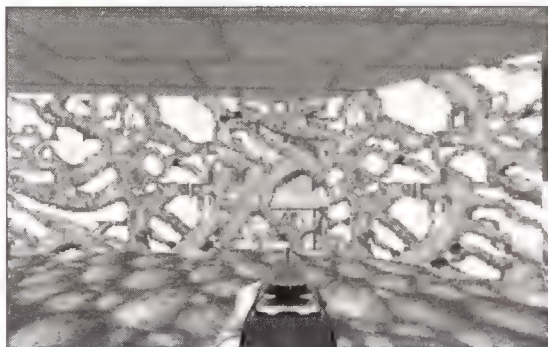
Once you get out again, turn right and follow the circle, then take the first passage on the left.



You'll come to a bunch of doors. Enter the one on the far right (west). It leads to a blue armor vest (36) and triggers open the door on the far left (east). Now go through the middle door. You'll find a few items—and also trigger open the two doors on either side, which are beast pens. Fight; then go through the easternmost door and follow the corridor.



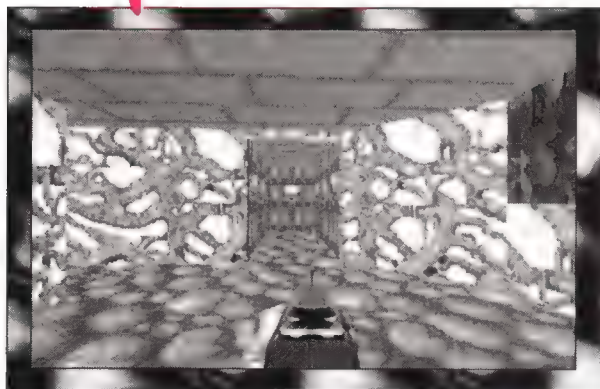
Beware! That's a crushing ceiling (37) up ahead. So sprint through, then . . .



. . . exit via that piece of odd-colored false wall to the east. You'll enter a Lost Soul Corridor (38), but they're all lined up nice and neat, so blast away.



PART TWO DOOM SURVIVAL GUIDE



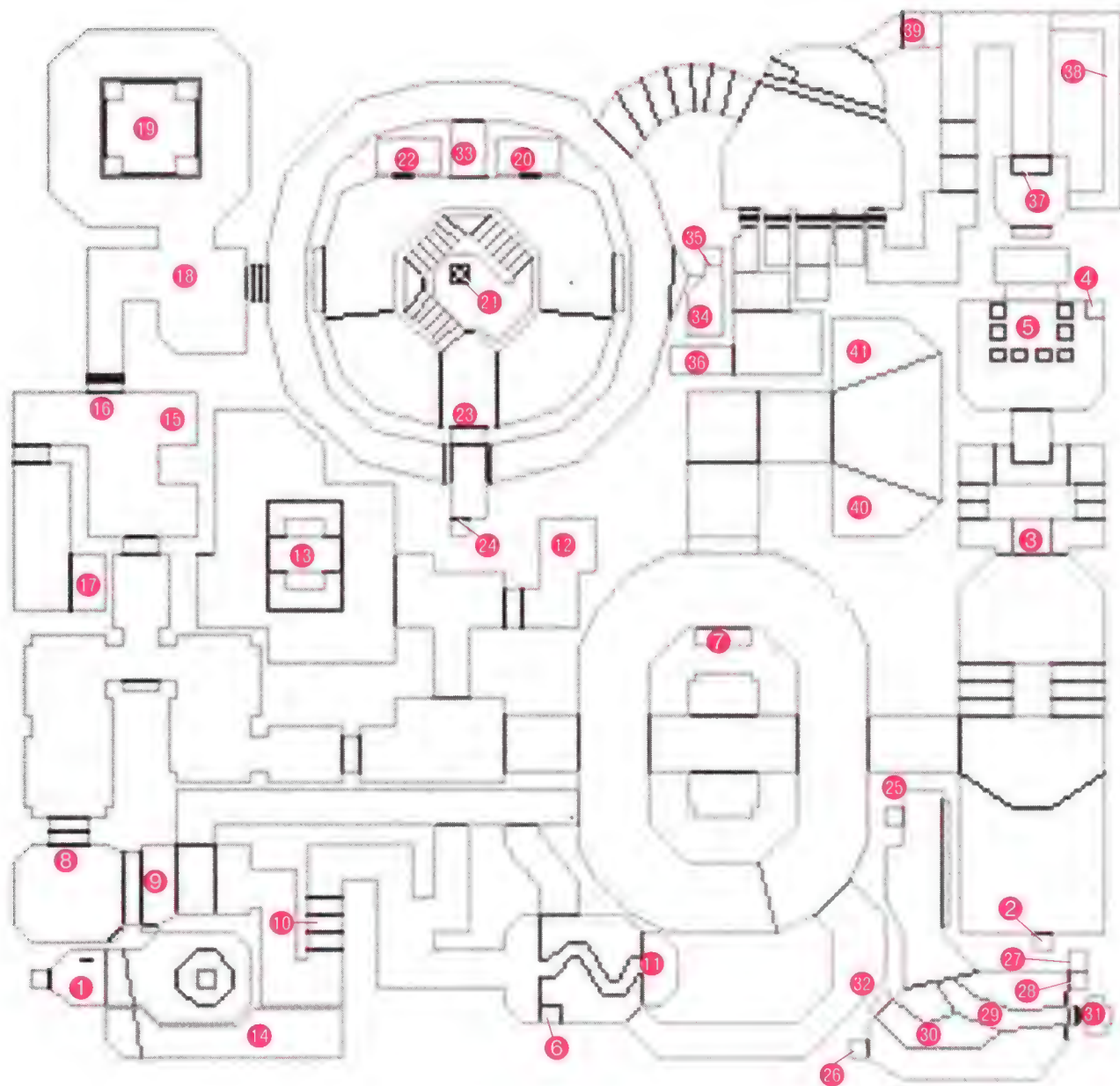
Go back down the hall to the slime pool; there's some health kits, a rocket, and a false wall (39) that leads back into the previous corridor. Now return to the circular area by taking the lift (33) down, then go back to the teleport (24) on the southern end of the circle.

Use it to get back to teleport (25). Go down across the new bridge to the Exit Room (31), open the door . . . Hear that sound? Turn around and cross a newly risen bridge (30) to get the Soul Sphere (32). Now you can use the exit switch.

E2M4: Deimos Lab

- | | |
|---|---|
| 1 Start | 20 Sunken Room (Baron of Hell) |
| 2 Teleport (to 1) | 21 Activator Light (opens 23) |
| 3 Lift (press switch) | 22 Switch (lowers 33) |
| 4 Skull Podium (triggers 5) | 23 Secret Door (use 21) |
| 5 Computer Map, Green Armor Vest (use 4) | 24 Teleport (to 25) |
| 6 Berserk Pack | 25 Teleport (to 24) |
| 7 Blur Artifact, Green Armor Vest | 26 Teleport (to 24) |
| 8 Baron of Hell | 27 Teleport (to 24) |
| 9 Blue Key Card | 28 Switch (raises 29) |
| 10 Crushing Ceiling Area | 29 Hidden Bridge (use 28) |
| 11 Rad Suit, Rockets | 30 Hidden Bridge (approach 31) |
| 12 Secret Room (shoot to open; Blur Artifact, chaingun) | 31 Exit Room |
| 13 Crushing Ceiling | 32 Soul Sphere |
| 14 Secret Room (shotgun) | 33 Lift (from <i>inside</i> room, use 22) |
| 15 Imp Swarm | 34 Plasma Gun |
| 16 Blue Security Door | 35 Teleport (to 21) |
| 17 Backpack (Cacodemon guard) | 36 Blue Armor Vest |
| 18 Baron of Hell | 37 Crushing Ceiling |
| 19 Yellow Key card (crushing ceiling) | 38 Lost Soul Corridor |
| | 39 Rocket/False Wall |
| | 40 Rad Suit |
| | 41 Soul Sphere |

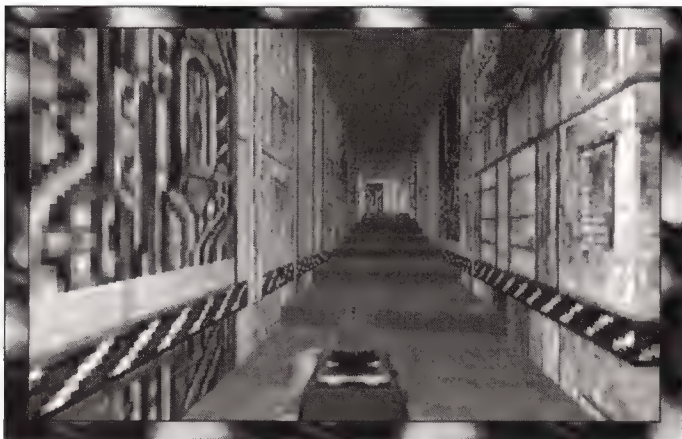
EPISODE 2 THE SHORES OF HELL





E2M5: COMMAND CENTER

After the opening mêlée in the Start Room (1), approach the Secret Rooms (3) to the east and west. Each one holds three Imps and a box of shotgun shells.

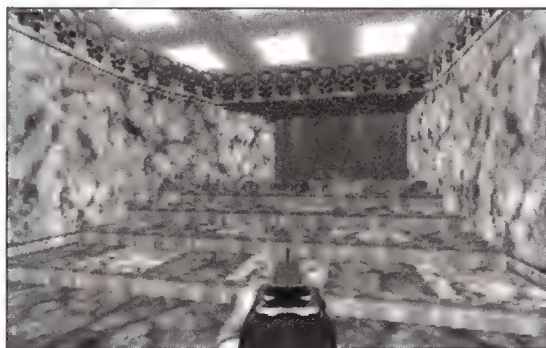


Now take either side stairway up to the Demon sentry post and clean it out.

The skull switch (2) to the east opens a Secret Room with a few minor items. Now check out that passage (4) leading west. Follow it all the way south to the H-shaped room (34), then go west to the skull door on the right wall.



Open the door to unleash this Demon swarm. Fight your way in and flip the switch (18) in the east niche. This raises . . .

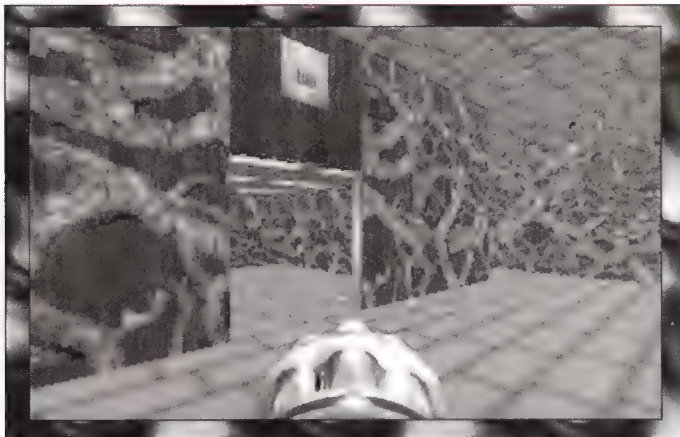


. . . a hidden stairway (19) in the northwest corner of the big room. Leave it for now; you'll be back later. Instead, exit the H-shaped room through the open passageway to the south. Follow the pillar corridor to the first door on the right. Go in.



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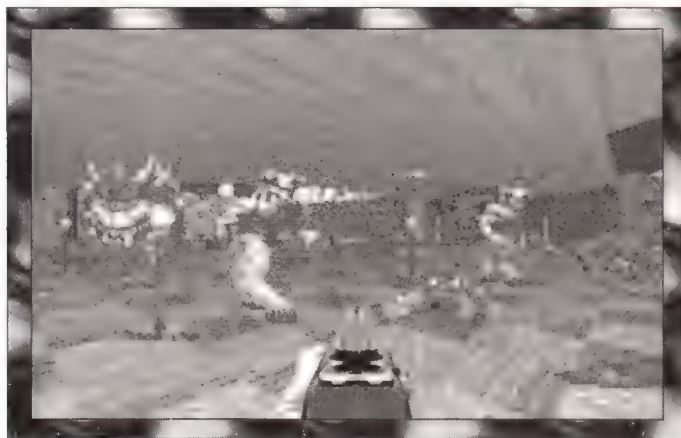
Follow the ledge around to the green button. Push it to open a room with another green button (25), which raises a hidden bridge (16) that you'll find a little later.

Exit and battle around the ledge to the pillar corridor, then cross to either door on the east wall. In that room you'll find a Blur Artifact (26), a green armor vest (27), and a few unfriendlies.

Now go *all* the way back north. Clear up to that skull door (8) just east of the sector entry (4). It leads to an antechamber with a couple of goodies and another door. Get ready. Behind that second door is a room (9) with a Demon and a Cacodemon guarding two precious prizes—a Berserk

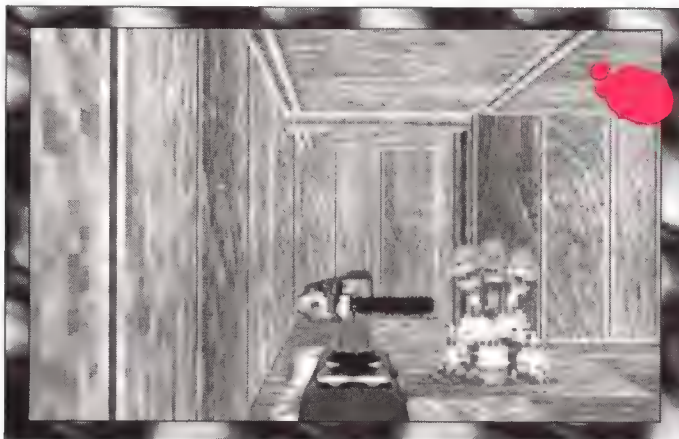
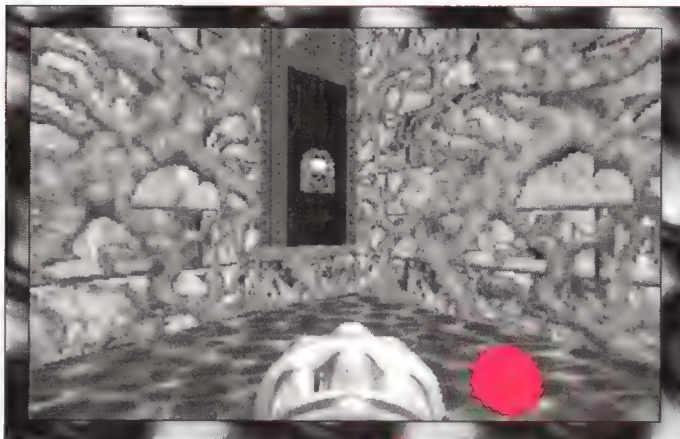
Now exit and take either stairway to the south.

Welcome to one of Hell's main rooms. Here you'll see a Computer Map (5) and a chaingun (6) lower on pedestals. Unfortunately, with each is a howling Baron of Hell, and a couple of Cacodemons to make things even more interesting.



By the way, if you fall down into the slime lake on either side, east or west, you'll find switches (7, 10) in the corners to take you back to the upper level.

Proceed to the switch (11) at the far southern tip of the main room. Enter blazing and go straight ahead to trigger open the beast pen to the left (east).



After you clean out the room, enter the pen and push the false wall to get the chainsaw (12). Exit and head west into the next room for a Lost Soul convention.

Take the first skull door on your left and follow the corridor to the circular stairway. Climb the stairs to the top and you'll trigger open a Secret Room (13) back near the bottom of the stairway. Leave it for now. Continue down the corridor to the east, then north. Go through the door and wipe out the platoon of mutant Marines (33) that waits for you.

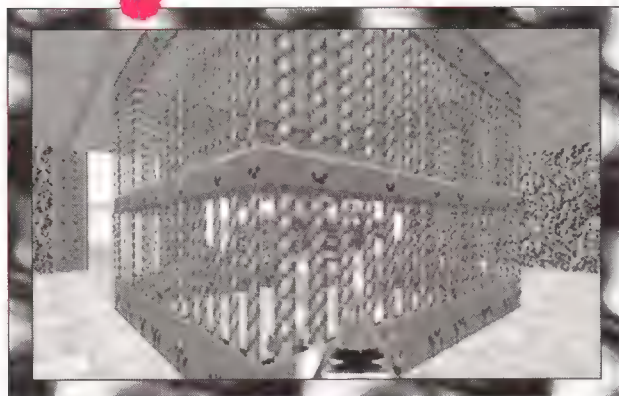
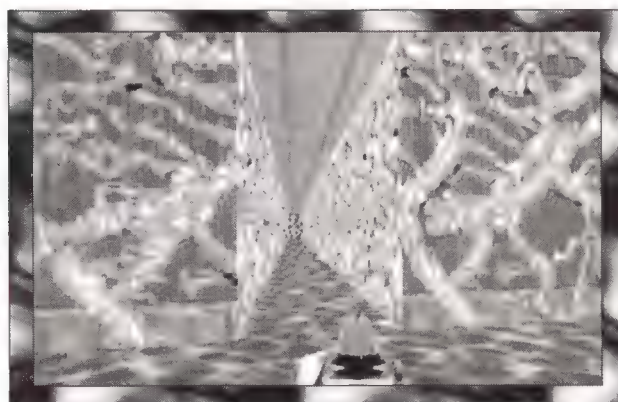
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Now go back to the Secret Room (13) off the circular stairway. Grab the Rad Suit inside, hurry back around the stairs, and take the door (28) dead ahead. Take the right-hand (west) fork down to the slime trench and run across, protected by the Rad Suit.

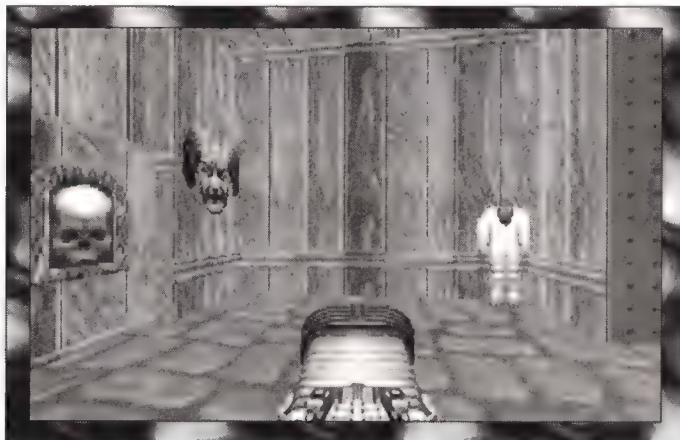
It's a long trench, and just when you think it's ending, a new trench appears heading north. Follow it to . . .



. . . the Baron in a cage (14). OK, he's trapped, but that doesn't make those green death bolts hurt any less. After you silence him, continue north to the three doors.

First, enter the middle door (with the beast face on it). Clean out the room, then go east to the ledge, where you can pick off enemies. And see the plasma gun (16) out on that podium? Go get it, man. (If you haven't raised the bridge by flipping the switch (25) in the southwest, better do so now.)

Now go back out to the hallway, then use the southernmost door and fight your way around the north ledge. Hop down and run up the alley to get the bulk energy cell (17), then run over to the teleport (15) on the other side—it's the only way out. You'll end up back at the Start (1). Return to the southern door (28) and take the left (east) fork this time.



Follow the corridor to this room with a Rad Suit (29), then take that door, heading east. Continue down the corridors to the big room; clean it out and take the west exit door. A Baron of Hell (30) waits in the next hallway, so put your finger to the trigger.

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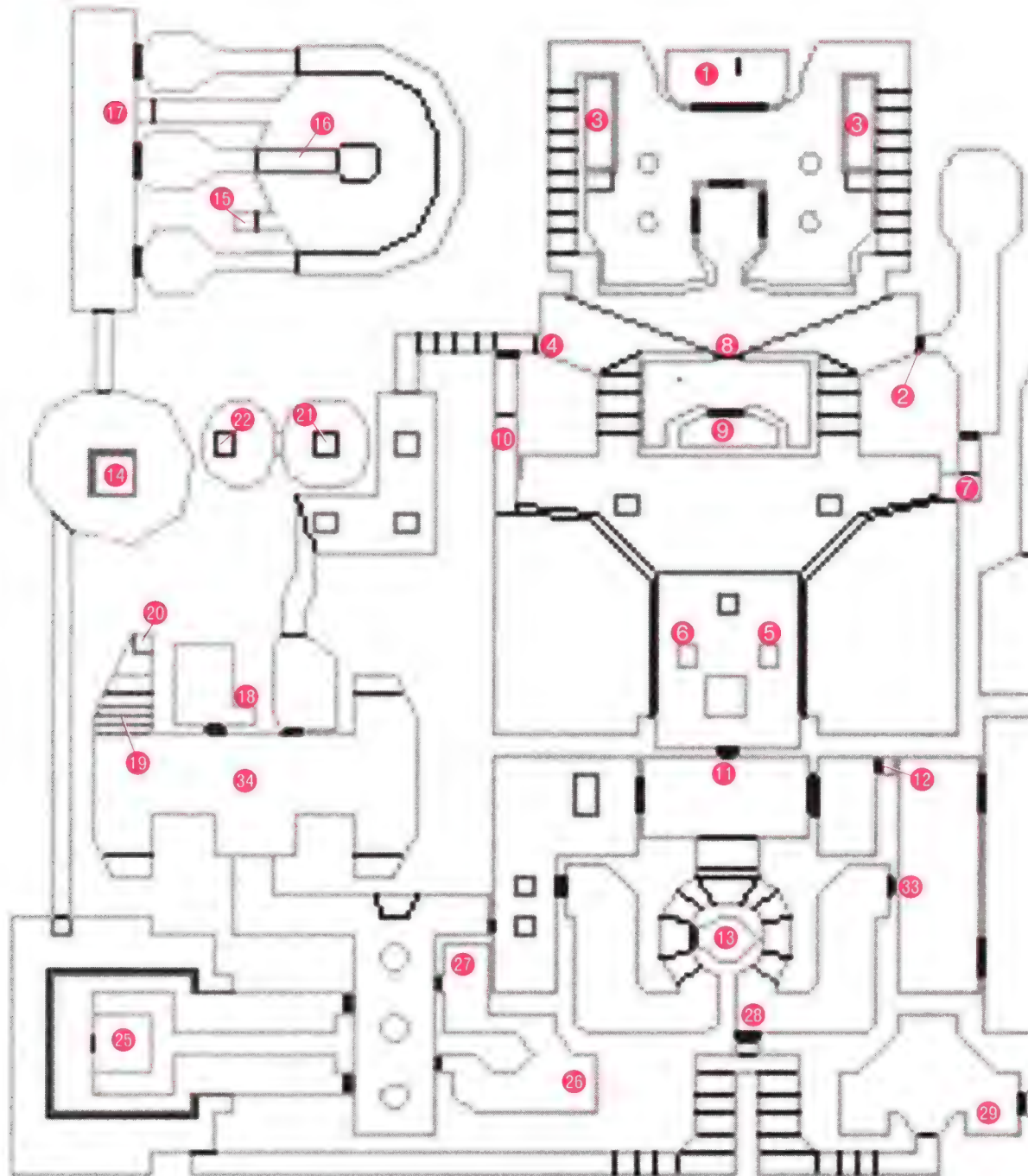


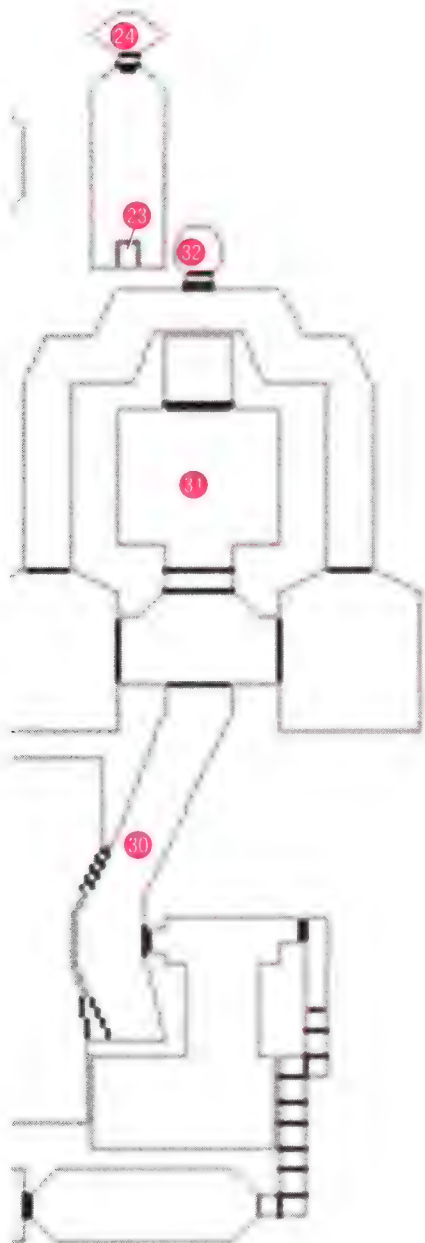
As you enter the room with the blue armor vest (31), you'll release this awesome swarm of Demons. Your best move here is to back out firing and force them to come through a narrower passage so you can nail them one at a time and keep them from flanking you.

If you leave the room and follow the hallway around to the north, you'll find the Exit Room (32). This one takes you to the next level, but there's another Exit Room that takes you to Episode Two's secret level. Let's find it, shall we?

Now you can go back to the H-shaped room (34) and that hidden stairway (19) that you raised up earlier. Plow through that fake red wall at the top of the stairs. You'll find a teleport (20), which zaps you into the middle of a Lost Soul picnic (21). Break it up, then go through the lion's-head door to still another teleport (22), which warps you over to a new area (23).

Go straight ahead into the Exit Room (24) and press the switch to get to E2M9: Fortress of Mystery, the secret level for Episode Two.





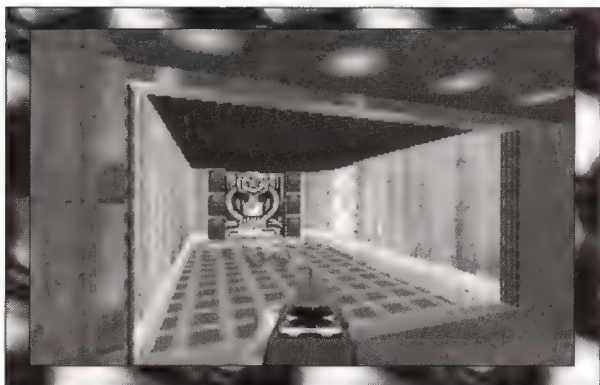
E2M5: Command Center

- 1 Start
- 2 Switch (raises door)
- 3 Secret Rooms (two)
- 4 Switch (raises door)
- 5 Computer Map
- 6 Chaingun
- 7 Switch (lift to upper level)
- 8 Switch (opens door)
- 9 Secret Room (backpack, Berserk Pack)
- 10 Switch (lift to upper level)
- 11 Switch (opens door)
- 12 Chainsaw
- 13 Secret Room (Rad Suit)
- 14 Baron-in-a-Cage
- 15 Teleport (to 1)
- 16 Bridge to Plasma Gun (use 25)
- 17 Energy Cell Pack
- 18 Switch (raises 19)
- 19 Hidden Stairs (use 18)
- 20 Teleport (to 21)
- 21 Teleport (to 20)
- 22 Teleport (to 23)
- 23 Teleport (to 1)
- 24 Exit Room to Secret Level (E2M9)
- 25 Switch (raises 16)
- 26 Blur Artifact
- 27 Green Armor Vest
- 28 Door
- 29 Rad Suit
- 30 Baron of Hell
- 31 Blue Armor Vest (Demon swarm!)
- 32 Exit Room
- 33 Marine Room
- 34 H-Shaped Room

E2M6: HALLS OF THE DAMNED

From the Start Room (1), fight your way into the room next door to the east. Press the skull switch there (2) to open a secret passage back in the Start Room.

Go to that passage and follow it around to the slime pool. Then cross the courtyard to the red switch (3). Press it to gain access to the Berserk Pack (4). Grabbing the pack opens a passage to the east; follow it to the switch (5) . . .



. . . which opens a hidden passage to the blue Security Door (6). You can't open it yet, so take that door leading south (next to the blue door).

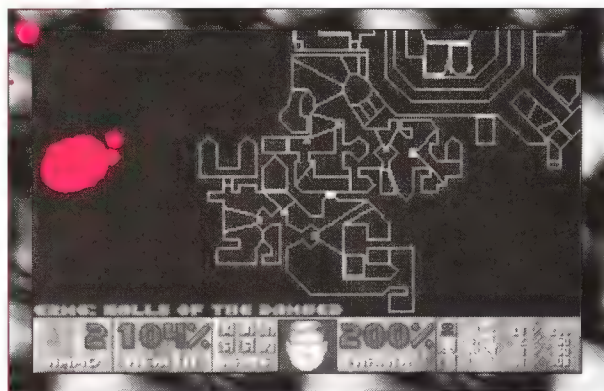
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Skip that first passage on the left; it leads to the blue Skull Key (7), but it also triggers open a pair of monster holding pens (8, 9), and there's a *better* way to do it. Instead, take the *second* passage on the left. It leads to a switch (11) which also triggers open the monster pens (8, 9) . . . but leaves a nice thick wall between you and the Demons and Imps. This wall also has a nifty little horizontal slot through which you can safely blast the beasts.

After you eliminate the poor mutants, go into their southwest pen (9) and push the brown wall to get the chainsaw (10).

Now go west, then north down the corridor. Skip the pair of big openings for now and continue north to the series of three doors. Behind the first one are the Light-Amplification Visor (12) and a rocket. Leave the Visor for now. Go back to the big openings and take either one—both lead to the southwest maze.



Here's a close-up map of the maze, which is separated into northern and southern halves by a door (35).

In the north maze, one monster pen (24) holds a Baron of Hell, so beware. Before you enter the south maze, go back for the Light-Amp Visor (12). You'll also find another Visor (25) if you stick to the right-side wall of the south maze.

A Light-Amp Visor is critical because the south maze features Spectres, which are hell to see in the dark. You'll also find the red Skull Key (26), which trips open another monster pen (27).

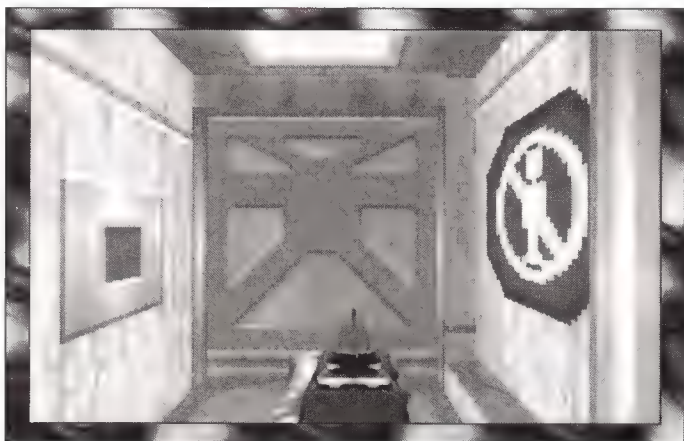
☆ **Tip:** Sprint to this pen to get the Blur Artifact before you battle the beasts you freed.



PART TWO DOOM SURVIVAL GUIDE

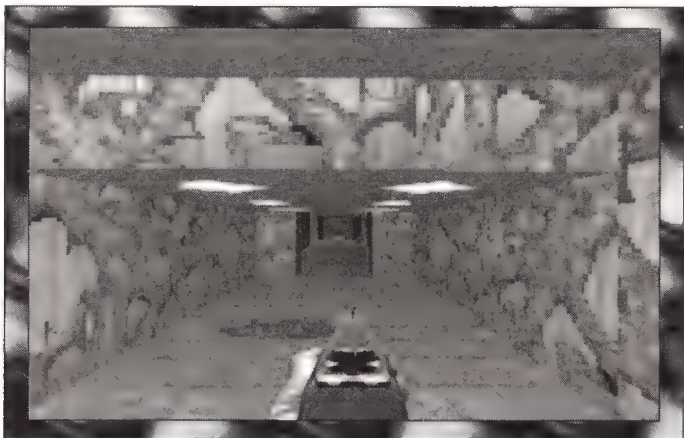
Then head down to the pair of alcoves in the far southeast corner of the maze for the plasma gun (28) and other goodies. This trips open a monster pen full of Lost Souls (29).

Now exit the maze and go north up the corridor.



The two doors to the far north reveal twin passages. Both lead to a button (13) that opens the door with the insignia on the opposite wall. (Spin around fast after you push the button; an Imp lurks behind the door.)

Move down the long, narrow hallway to the North Hub Room (14), then head west. Go through the door to find a Light-Amp Visor (15) and a chaingun (16), which triggers a crushing ceiling (17) and a wild monster mêlée.

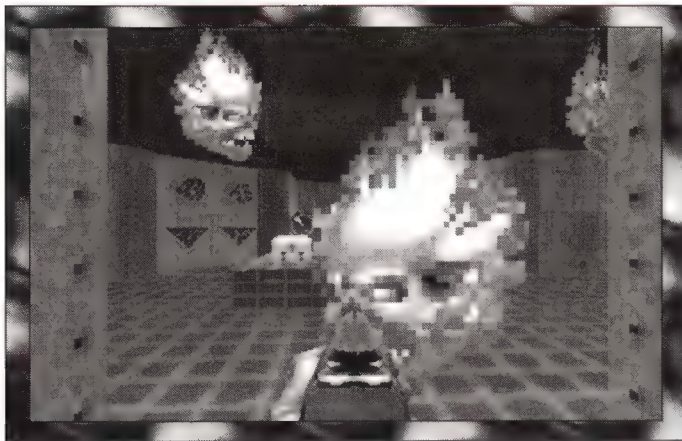


☆ **Tip:** You can't get out of the room again until you press the green switch (18) on the far-west end of the room. This switch unlocks and opens that door (seen above) behind the crushing ceiling.

Go back to the North Hub (14), then head north.



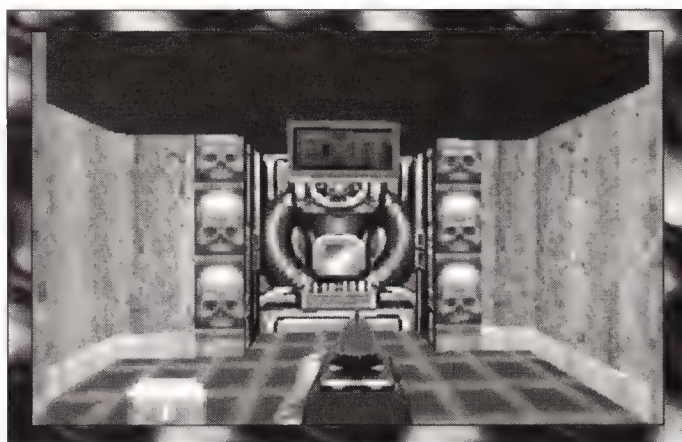
EPISODE 2 THE SHORES OF HELL



Behind the north door you'll find a lot of hungry Lost Souls and a Cacodemon, as well as a Blur Artifact (19) and an energy cell. Clean out the room and head due south.

Behind the southern door is the yellow Skull Key (20) and a bunch of Demons. You'll also trip open three monster holding pens back up in the North Hub; go on back and blast them, then head east.

You'll find what seems to be an Exit Room (21) here, but it isn't, actually. When you press the red button in the room . . .



. . . you drop down on a lift to a brutally difficult room. Lots of bad guys here, so hurry to that Soul Sphere (33) to supercharge yourself for the battle. Then take the northern exit back up to the false Exit Room. On the way, you'll find the Computer Map (34).



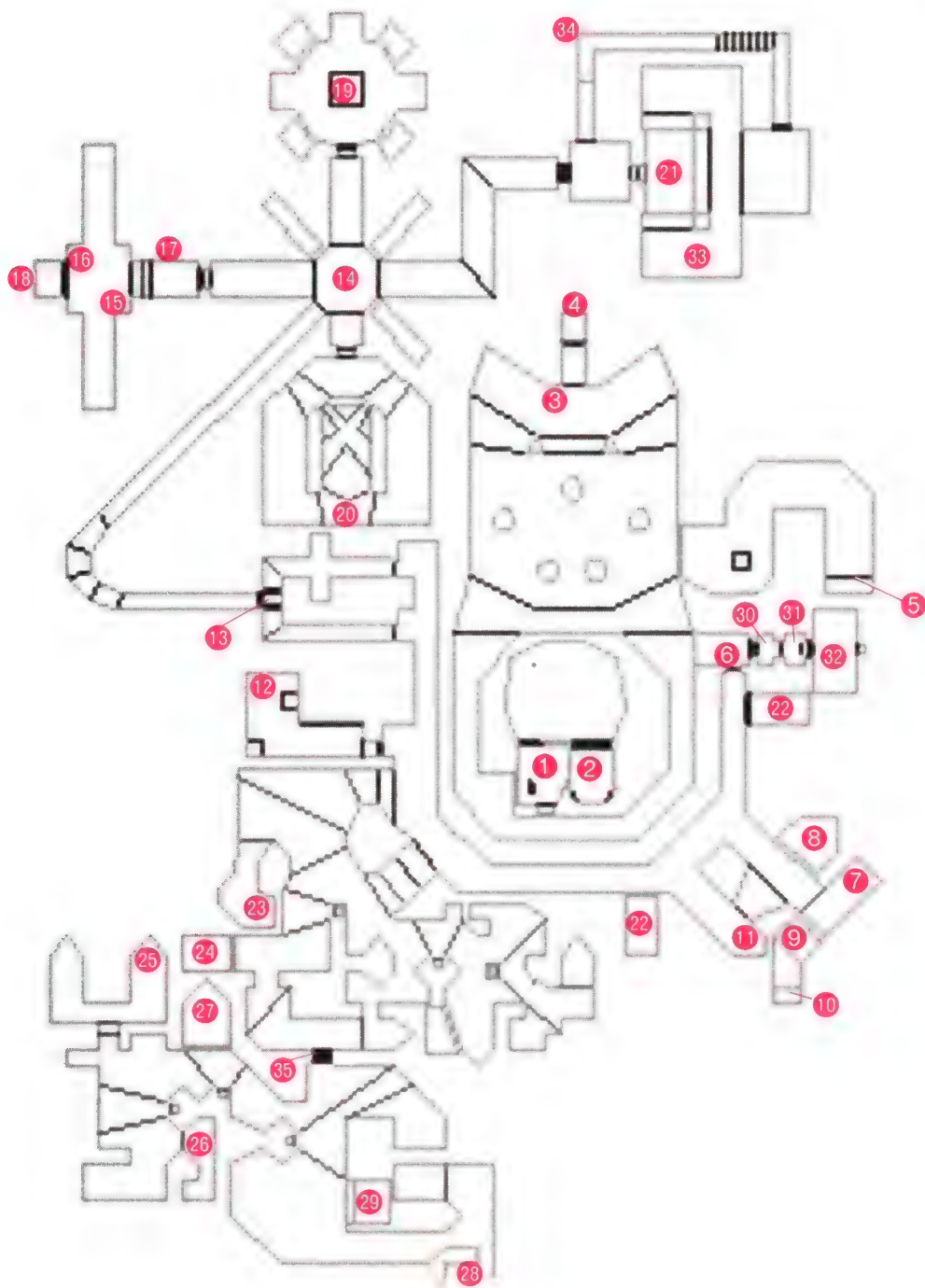
PART TWO DOOM SURVIVAL GUIDE

Now that you've got the red, blue and yellow keys, you can finally go back to the blue Security Door (6). On the other side is the red Security Door (30), then voilà, the yellow Security Door (31) to the true Exit Room (32).

E2M6: Halls of the Damned

- 1 Start
- 2 Switch (opens door in 1)
- 3 Switch (to Berserk Pack)
- 4 Berserk Pack (use 3; opens passage to 5)
- 5 Switch (use 4; opens passage to 6)
- 6 Blue Security Door (use 5)
- 7 Blue Skull Key
- 8 Monster Pen
- 9 Monster Pen (to 10)
- 10 Chainsaw
- 11 Switch
- 12 Light-Amp Visor
- 13 Switch (opens door opposite)
- 14 North Hub
- 15 Light-Amp Visor
- 16 Chaingun
- 17 Crushing Ceiling
- 18 Switch (opens room door)
- 19 Blur Artifact, Energy Cell
- 20 Yellow Skull Key
- 21 Exit Room (false)
- 22 Super Monster Pens (two Barons)
- 23 Blue Armor Vest
- 24 Monster Pen (Baron)
- 25 Light-Amp Visor
- 26 Red Skull Key
- 27 Monster Pen (Blur Artifact)
- 28 Plasma Gun
- 29 Monster Pen (Lost Souls)
- 30 Red Security Door
- 31 Yellow Security Door
- 32 Exit Room
- 33 Soul Sphere
- 34 Computer Map
- 35 Door (separates N and S mazes)

EPISODE 2 THE SHORES OF HELL



E2M7: SPAWNING VATS



Leave the Start Room (1) through the small door in the southeast corner. Follow the corridor around to the north, then go through the slightly raised UAC door to the east. Behind it you'll find the blue armor vest (16).



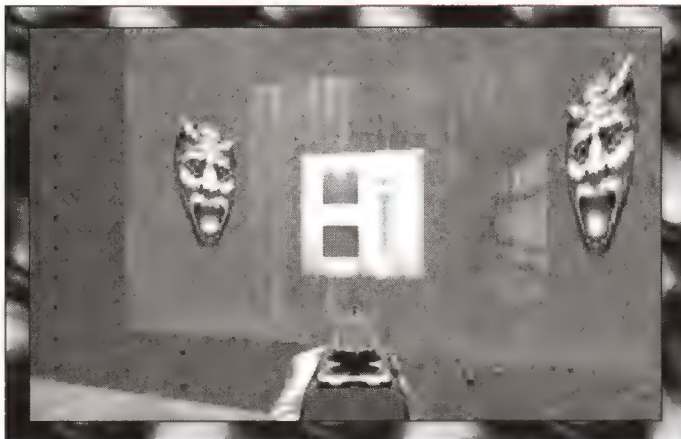
Go back out into the hall and work your way to the large Warehouse Room in the northeast sector. Be prepared for a steady stream of Demon squadrons!

- ★ **Combat Strategy Tip:** Enter and hustle down to the southeast corner of the warehouse, where you'll find two valuable combat power-ups. A Berserk Pack (14) lies on the floor, and . . .



. . . an Invulnerability Artifact (13) is perched up on a tall box. Get it by climbing up the box stairs from the far corner.

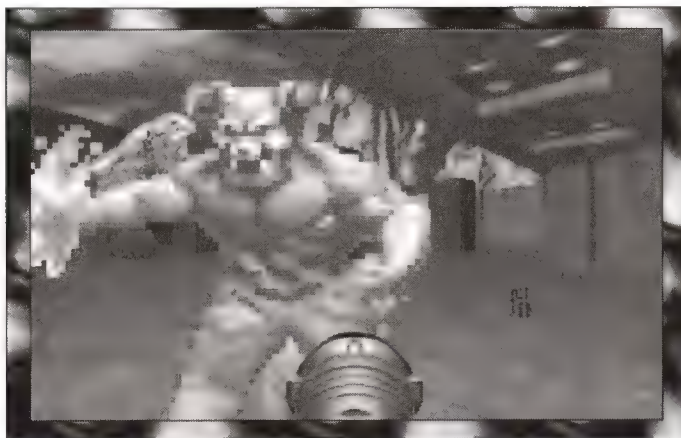
EPISODE 2 THE SHORES OF HELL



Clean out the warehouse, then go flip the switch (15) down in the southwest corner to lower the barrier.

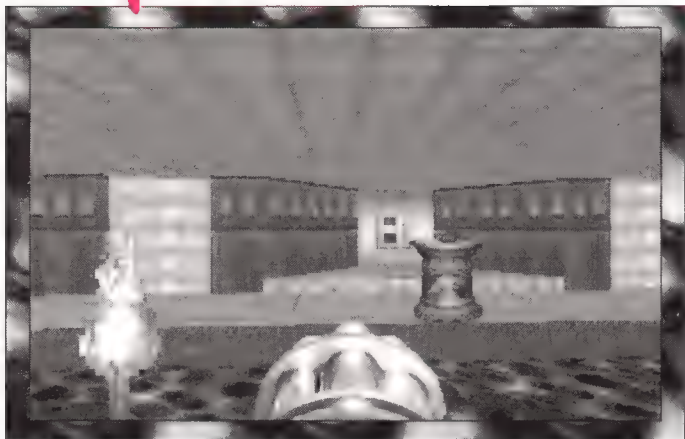
Proceed south down the hall, then take the stairs that appear just around the corner on the left. These lead up to a ledge that provides an excellent overlook for picking off monsters to the south and east.

Clear out and hop down into the room to the east first. In it, you'll find a narrow stairway leading down to a switch (17) that opens a Secret Room on the opposite wall. You'll find a Blur Artifact and the Computer Map inside (18). Now return to the ledge, then go down the stairs to the big Pillar Room in the southeast sector.



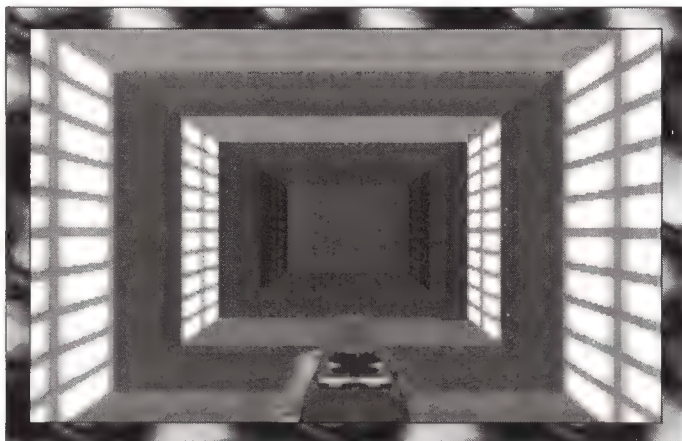
Yes, a Baron of Hell and a couple of Cacodemons lie in wait for you. If you can dispatch them, you'll find the blue Key Card (19) in the southern part of the room. Push the button (20) in the southeast corner to open the door in the southwest corner. Go through to grab the energy cell pack (21), then go all the way back to the Start Room (1).

From the Start Room, take the large door to the southwest and follow the corridor to the blue Security Door (2). Enter. The chaingun lies at the top of the stairs to the right. Go back downstairs and take the passage fork on the left just past the blue door. At the top of the stairs you'll find the yellow Key Card (11). Return to the fork and go up the stairs to the south.



At the top of the stairs is a Slime Pool Room with a switch (23), which opens a secret door (31) back at the start (1). (It's the *inner* of two doors, though, so you can't see it yet.) Take the door on either side of the switch and clean out the room to the south. Then return to the blue door (2).

Go back through the blue door to the main hallway, then head north, then west to the flashing corridor. Get ready here . . . a Cacodemon is waiting for you.



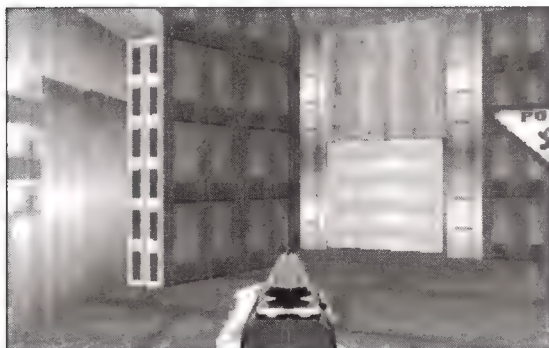
Yikes! After you round the corner, you'll run into a Baron of Hell and a bunch of Imps. Unless you're well-armed, you'd best run past him down the hallway to that Invulnerability Artifact (3), then turn and waste everything in the room. Now duck into that narrow opening in the third indentation on the west wall.

EPISODE 2 THE SHORES OF HELL



You'll run into more mutants and a very dark courtyard. Hurry to the northeast corner to find a switch (4) that opens a room with a chainsaw. Down in the southwest corner is the plasma gun (5).

Now go back through the narrow opening, head south to the room with the red slime pool, then west. Curve around the corridor and continue east. (You'll hear beasts transporting.) Follow the corridor to the ledge across from the Exit Room (10) and turn left.



Go past the red Security Door (28); you can't open it yet. Enter the door straight ahead; you'll be in a room with a flashing blue trench. Follow the trench (stay up on its ledges!) to the large opening on the right. Follow the passage to the yellow Security Door (12) and go through.

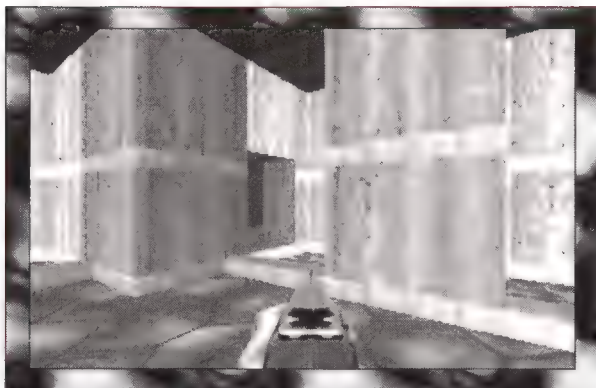
Take the first right and clear out the room. Exit and clear out the next room on the right, then go into its back room and flip the switch (24), which lowers a pedestal (25) in the front room. On top of the pedestal is the red Key Card.

Go back through the yellow door (12) and enter the door directly across the hall. Clear it out and go all the way back to the southwest corner of the level.



PART TWO DOOM SURVIVAL GUIDE

Enter the second slime pool niche on the right (6). Follow the small corridor to . . .

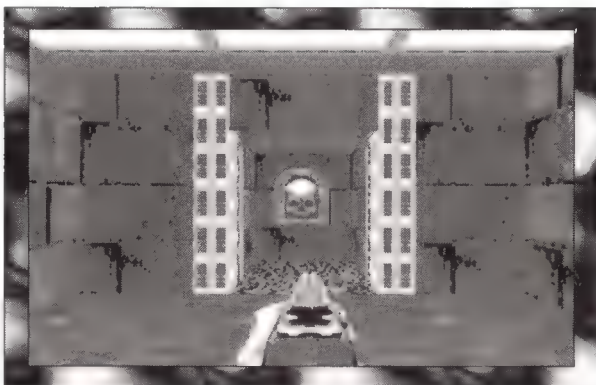


. . . a Teleport Room. Grab the rocket launcher just behind the teleport (8), then hop on. Get ready—three Demons await your arrival at (9). Polish them off, then rush across the red slime to the red Security Door (7).



Behind the red door is a skull switch (26), which opens the outer door (30) to the secret closet (27) clear back in the Start Room (1). It's worth the trip back, now; the closet contains a Soul Sphere and an energy cell pack.

Now come all the way back to the red Security Door (28). Inside, you'll find a tricky double-switch.

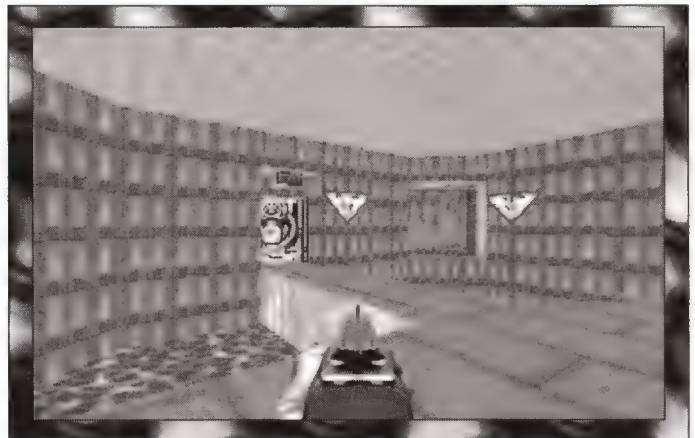


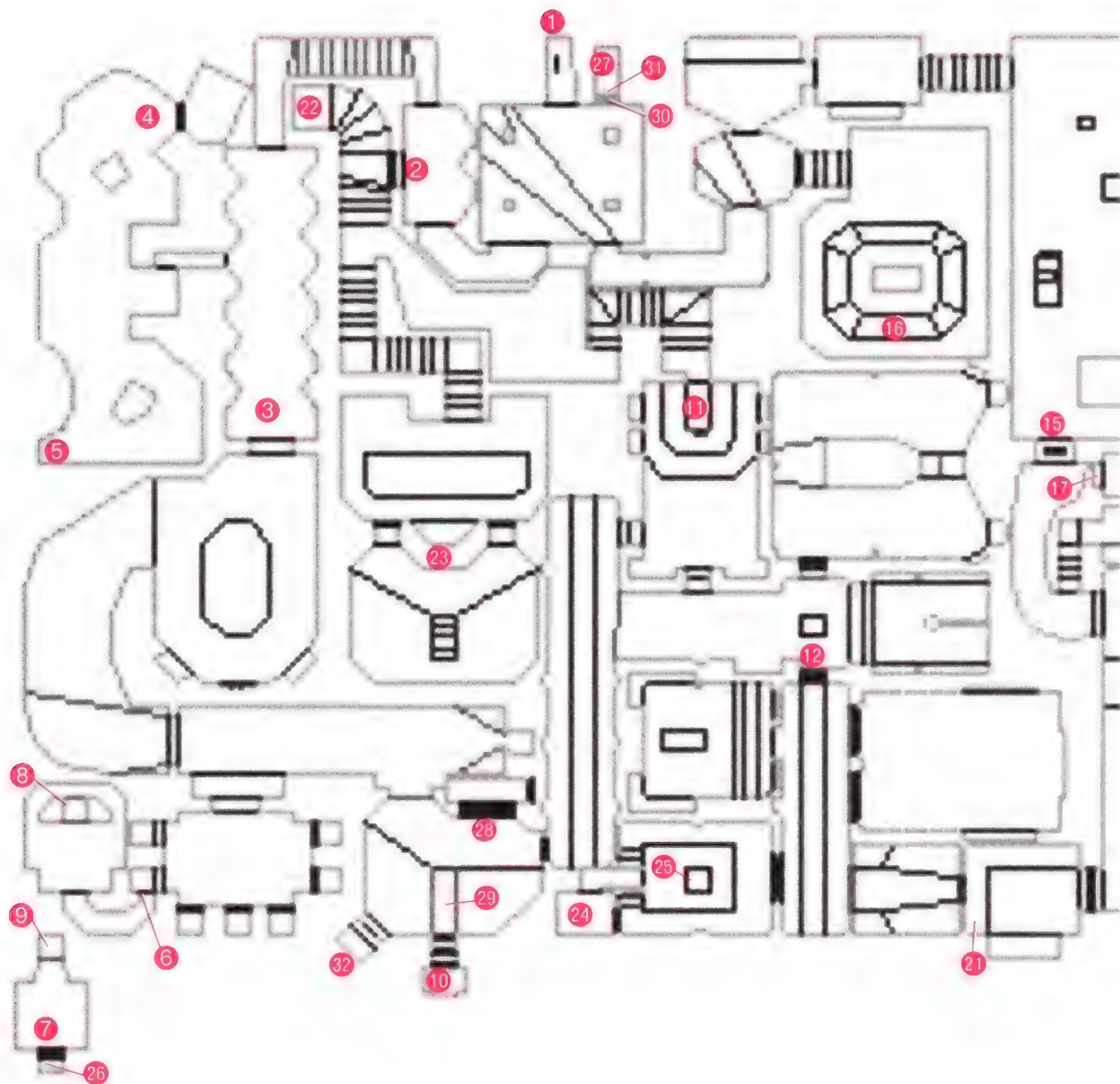
EPISODE 2 THE SHORES OF HELL



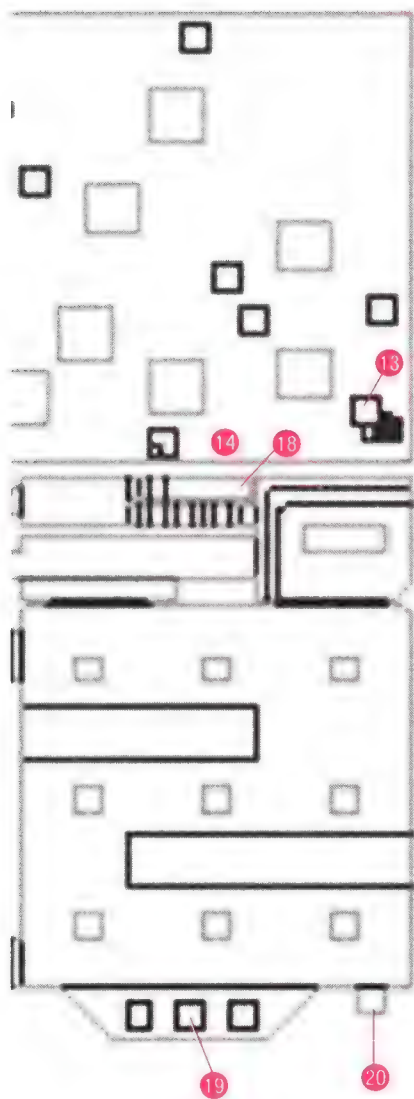
The first switch releases a Cacodemon from its pen (32) across the slime moat.

The second switch raises the Hidden Bridge (30) that leads across the slime moat to the Exit Room (10).





EPISODE 2 THE SHORES OF HELL

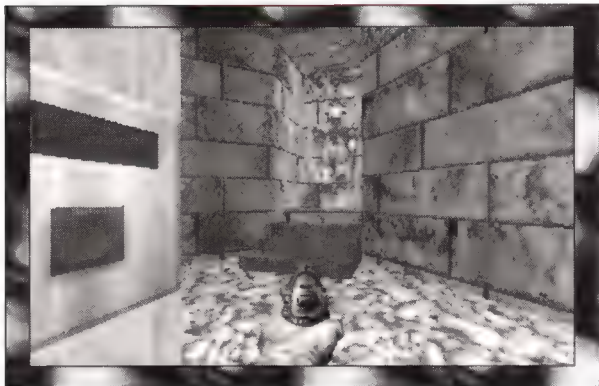


E2M7: Spawning Vats

- 1 Start
- 2 Blue Security Door
- 3 Baron of Hell, Invulnerability Artifact
- 4 Switch (to chainsaw)
- 5 Plasma Gun
- 6 Portal (to 8)
- 7 Red Security Door
- 8 Teleport (to 9)
- 9 Teleport (to 8)
- 10 Exit Room
- 11 Yellow Key Card
- 12 Yellow Security Door
- 13 Invulnerability Artifact
- 14 Berserk Pack
- 15 Switch (lowers door)
- 16 Blue Armor Vest
- 17 Switch (opens opposite wall)
- 18 Blur Artifact, Computer Map
- 19 Blue Key Card
- 20 Switch (opens door in west wall)
- 21 Energy Cell Pack
- 22 Chaingun
- 23 Switch (opens 27)
- 24 Switch (lowers 25)
- 25 Red Key Card (use 24)
- 26 Switch (opens 30)
- 27 Secret Room (Soul Sphere, Energy Cell)
- 28 Red Security Door (to double switch)
- 29 Hidden Bridge (use 28)
- 30 Outer Door (use 26)
- 31 Inner Door (use 23)
- 32 Cacodemon Pen

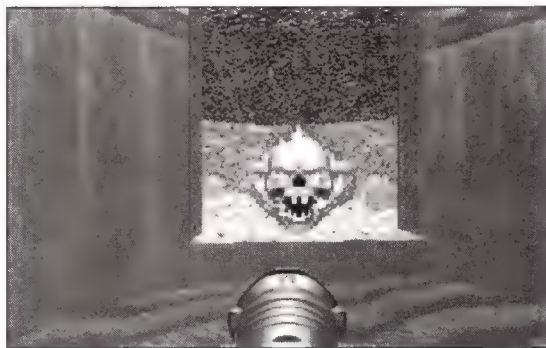
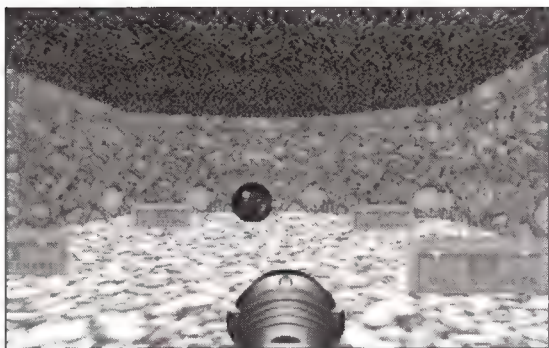


E2M8: TOWER OF BABEL



You have your choice of four different passages up to the main floor of this level. When you click a switch, a hidden stairway rises up to a doorway on the opposite side of the switch podium. Grab that blue armor vest before you head up!

Note: Check the map to see which of the four rooms you want to end up in before you step out to challenge the deadly Cyber-Demon Lord. (Choose according to your health and rocketry needs.)



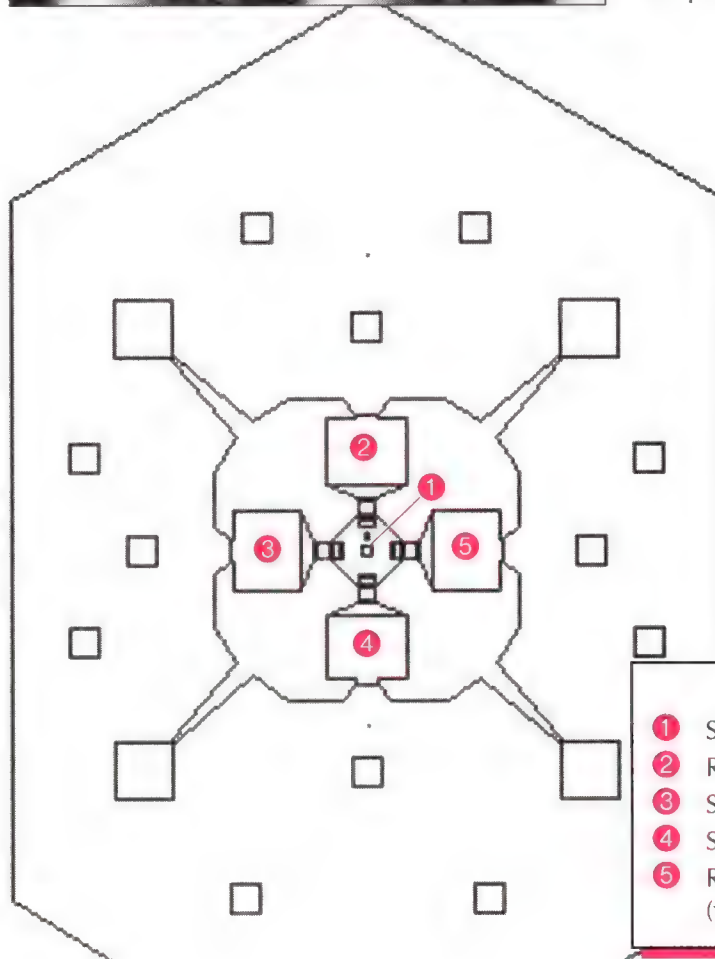
If you don't have a rocket launcher yet, you'd better go up to the room that has one (5). And remember: as you duck into rooms to reload, be aware that hordes of Lost Souls guard the rocket supplies.

EPISODE 2 THE SHORES OF HELL

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Here's the Cyber-Demon Lord himself. You can't miss him, unfortunately. Twenty direct rocket hits will put him down, but his torpedo gun is a real killer, so don't try to slug it out toe-to-toe. Instead, play hide 'n' seek with the pillars in the courtyard.



E2M8: Tower of Babel

- 1 Start
- 2 Rocket Boxes (fifteen)
- 3 Soul Sphere, Rocket Boxes (four)
- 4 Soul Sphere, Rocket Boxes (four)
- 5 Rocket Launcher, Rocket Boxes (four)

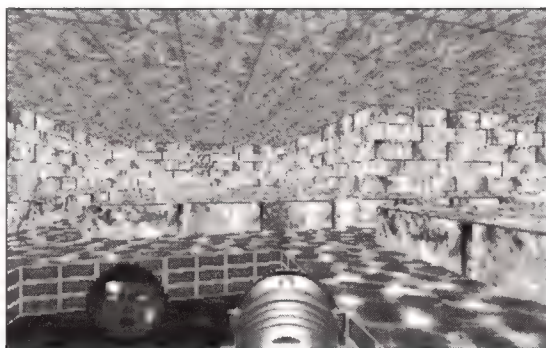
E2M9: FORTRESS OF MYSTERY

This is a very straightforward level, with no real secrets—just a lot of incredibly bloody combat with four Barons of Hell and an entire platoon of Cacodemons.



Hitch up your pants, hoist your rocket launcher, and fire away. At the start (1), you'll face the four Barons first, which will deplete you a lot. But there are extra weapons scattered in the outer chambers, so keep moving.

You'll find a plasma gun (2), chaingun (3), backpack (4), Computer Map (5), chainsaw (6), shotgun (7), and rocket launcher (8).



When you finally finish off the Barons, go through the eastern door (9), where this ugly Cacodemon swarm will pose a supreme challenge. Your best bet: race immediately for the Soul Sphere down in that pit in the center of the room (10). You'll also find some ammunition and Medikits strewn about. Use them judiciously.

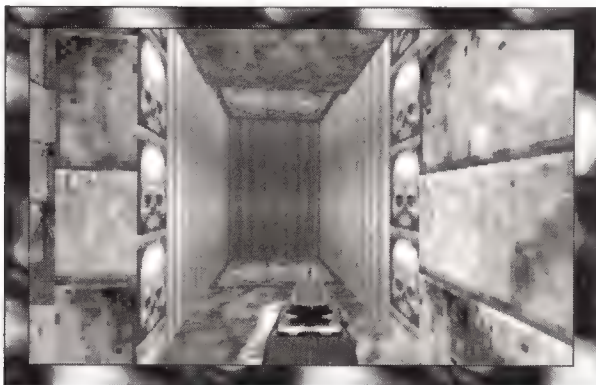
EPISODE 2 THE SHORES OF HELL

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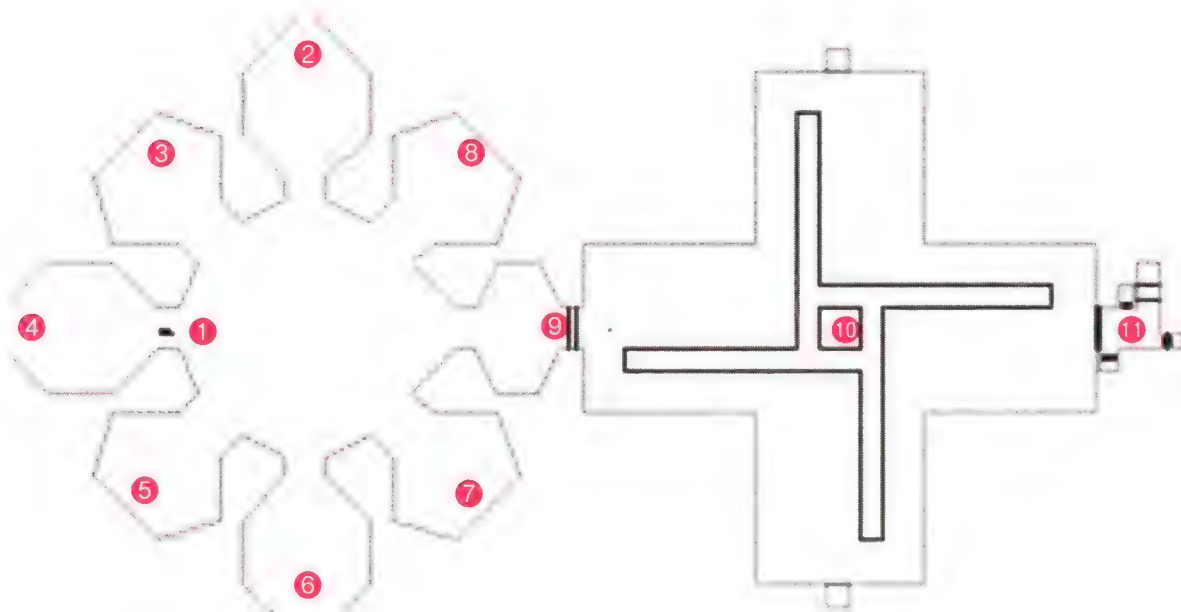


Once you've vanquished the blobs, go press the far eastern wall to access the Exit Room (11). It's not very tough to figure out.

First, press the skull switch on the north wall to get the blue Key Card. Open the blue door to get the red key, open the red door to get the yellow key . . .



. . . then open the yellow door to access the Exit Room transport.



E2M9: Fortress of Mystery

- ① Start
- ② Plasma Gun
- ③ Chaingun
- ④ Backpack
- ⑤ Computer Map
- ⑥ Chainsaw
- ⑦ Shotgun
- ⑧ Rocket Launcher
- ⑨ Door
- ⑩ Soul Sphere
- ⑪ Exit Room (three Skull Keys, three Security Doors)



INFERNO

E3M1: HELL KEEP

Not an easy opener, by any means. After you ride up to the courtyard, you're shanghaied by three Imps. But when you press the left skull switch (2) to open Hell Keep's door, two Cacodemons are there to greet you. Since you've only got a pistol at this point, this is a somewhat difficult situation.

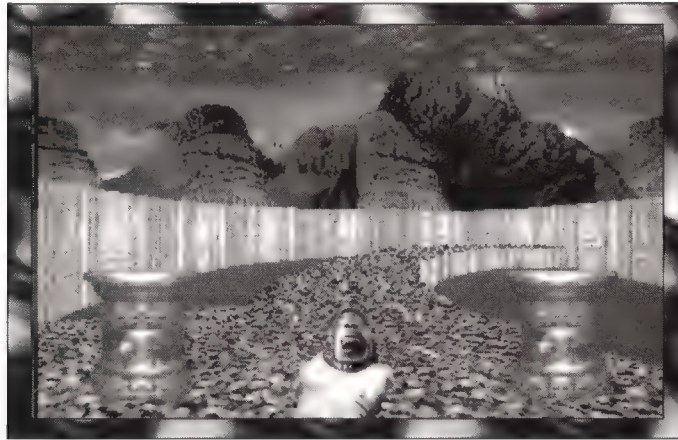




PART TWO DOOM SURVIVAL GUIDE

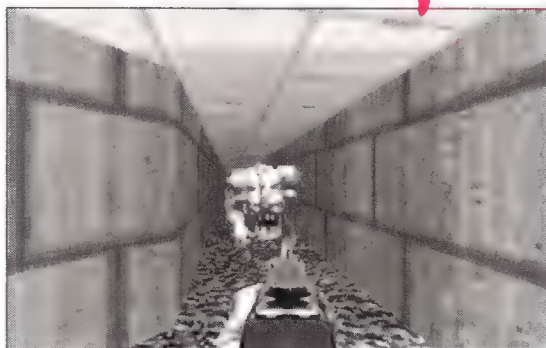
- ★ **Combat Strategy Tip:** Your best bet is to lure the blobs out, then duck in the door and get the shotgun (5) before you return for battle.

To get the shotgun, go inside Hell Keep and veer left at the fork.

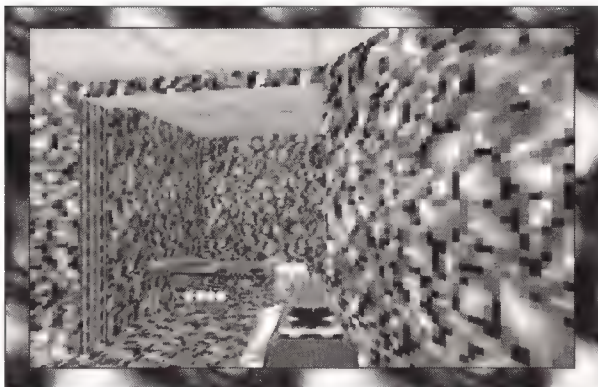


Save your game here! Now comes a speed and steering challenge. You need to *sprint* across the passage to the far side of the slime lake. If you don't hurry, you won't make it through the false wall on the far side. Unfortunately, it's not a straight shot—you have to run and veer right at the same time in order to make it. On the way you'll pick up the shotgun (5).

Follow the narrow corridor back to the main hallway. Go left, then left again down the other fork. Open the door into the courtyard and fight.



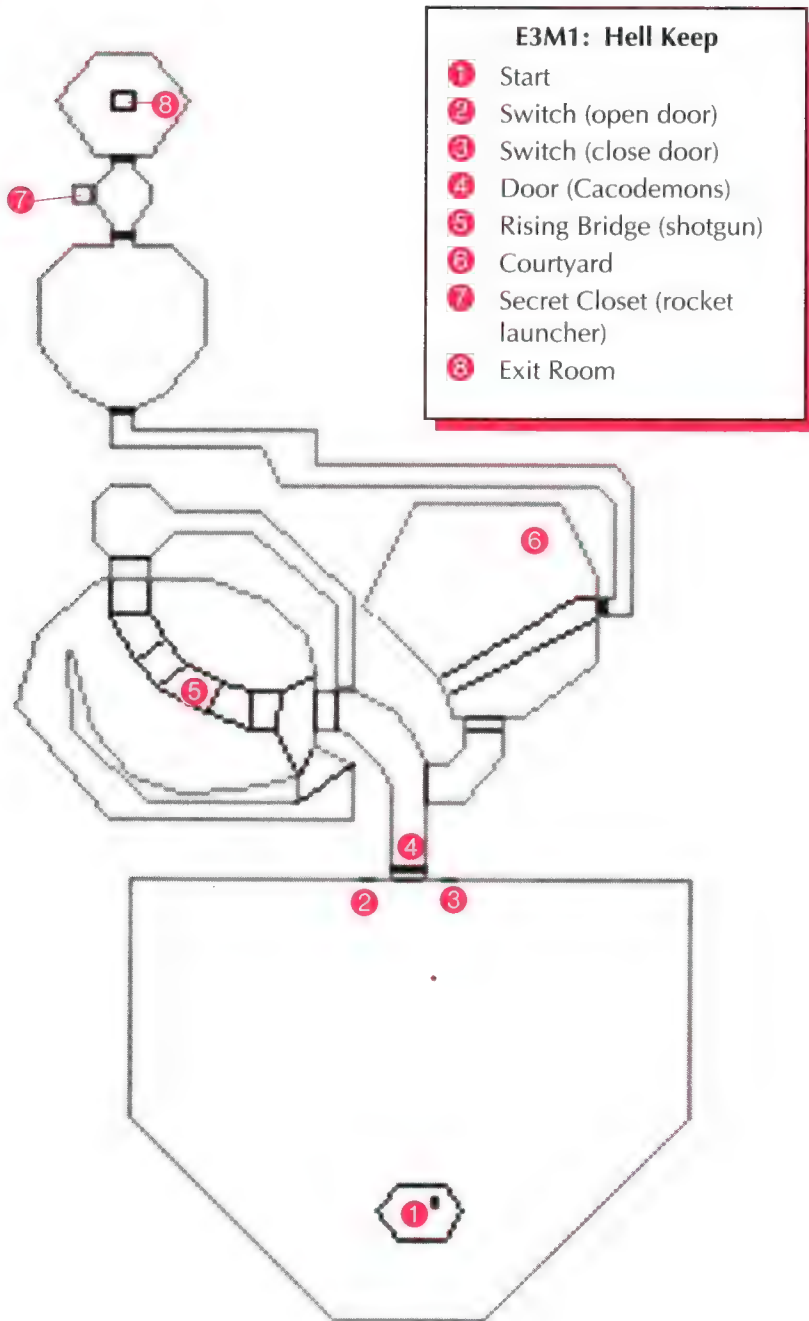
Go through the Demon Door leading east. In the narrow corridor beyond, you'll face a steady stream of Demons. Fight through to the open area, then get ready for a roomful of Imps who guard the Exit Room.



Press the west wall in the Imp chamber. You'll find a closet (7) with a rocket launcher and some other treats.

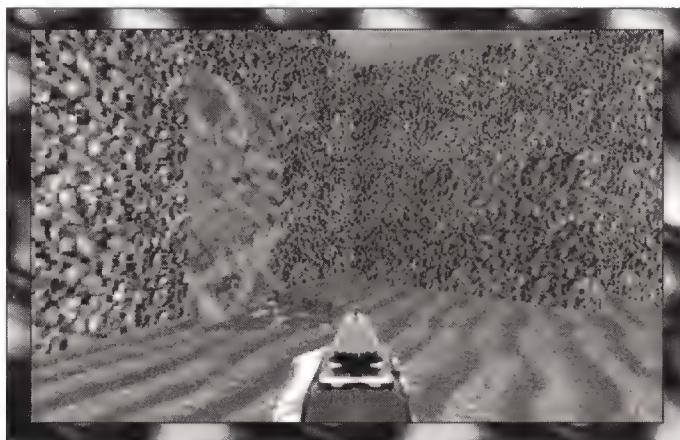
Go north into the courtyard and use the Exit teleport (8).





E3M2: SLOUGH OF DESPAIR

The Slough is the coolest-looking sector in *Doom*, as you'll see when you complete the level (or find the Computer Map). Its shape also makes it very nonlinear in nature. Thus, the solution below assumes you'll explore the area, and focuses on special areas.



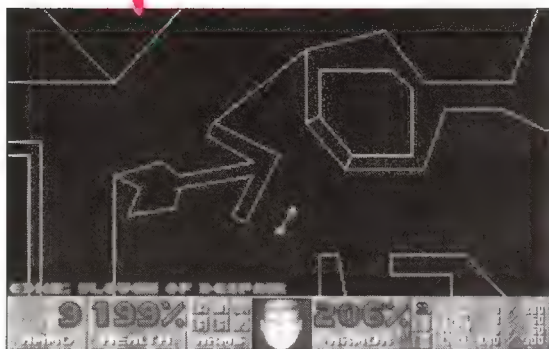
From the Start Room (1), work your way up the right-side (eastern) wall to the Slough's "thumb." There, walk over that red slime patch (2) on the left. The wall will lower to reveal the chaingun (3).

Go back down to the far southern end of the Slough. By now, you may be able to tell that the Slough of Despair is in the shape of a hand. In general, you should now work your way systematically up the hand, from the wrist area to the first knuckles of the fingers.

Working your way up the left (western) side will give you a Berserk Pack (5) and the blue armor vest (6). A rocket launcher (7) lies in an alcove about mid-hand.



PART TWO DOOM SURVIVAL GUIDE



Did you notice the arrow pointing to the rock enclosure (20) near the bottom knuckle of the ring finger of the hand? (Check out the map close-up above.) Push the wall of the enclosure . . .



. . . and grab that beautiful plasma gun inside. Now you're well-armed and ready to move up the pinkie of the hand.



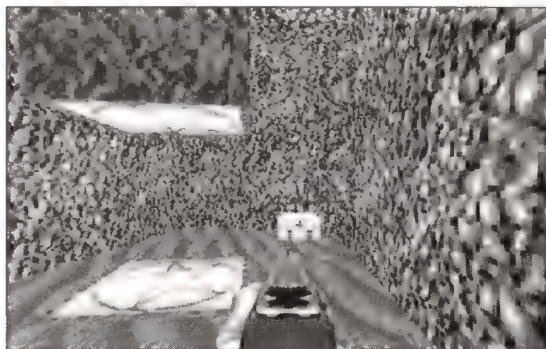
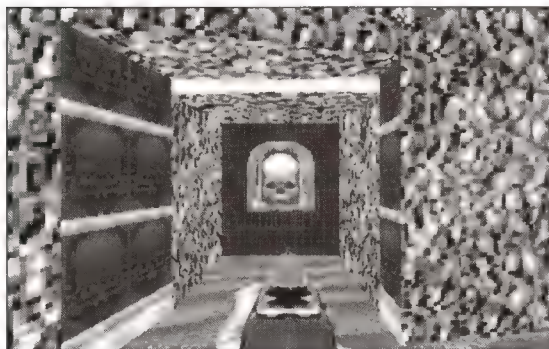
Your movement up the pinkie triggers the opening of a Cacodemon pen (8). If you can beat three Cacodemons, you can scoop up the treasure trove of goodies that they leave behind . . .



. . . which also raises a skull switch podium in the center of the pen. Flip the switch to unleash Spectres from a pen (9) at the tip of the pinkie. After you waste those invisible beasts, clean out their pen. You'll get the Computer Map, among other things.



Now it's time to move up the ring finger (second finger from left). As you enter, you'll trip open a false wall and release a veritable storm of Lost Souls!

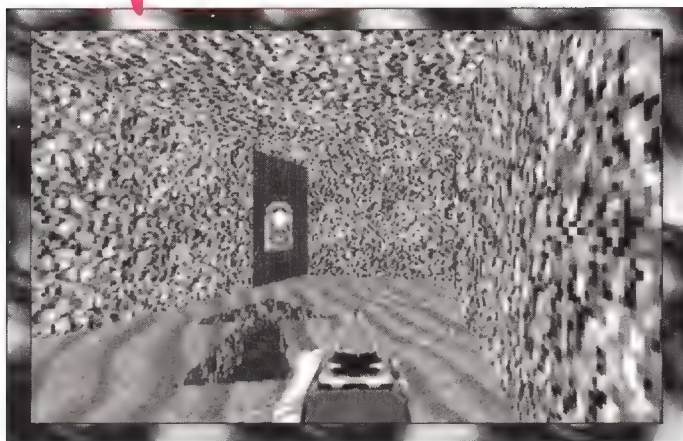


Once you battle past them, you'll find a skull switch (11) behind a door on the east wall. Flip the switch to open access to the Exit Room teleport (12); but don't use the teleport yet. There's still a lot to do in the Slough.

Now move up the middle finger. The pentagonal slime pool (13) triggers open a beast pen (14) behind you. Turn and terminate the Spectres, clean out their pen, then proceed up the finger. Be on guard—a Lost Soul lurks around every bend.



PART TWO DOOM SURVIVAL GUIDE



Toward the fingertip you'll find a pair of skull switches (15). See the slime arrow on the ground? It directs you to press the left switch first. This opens a small room with a Soul Sphere (16) — just what the doctor ordered at this point.

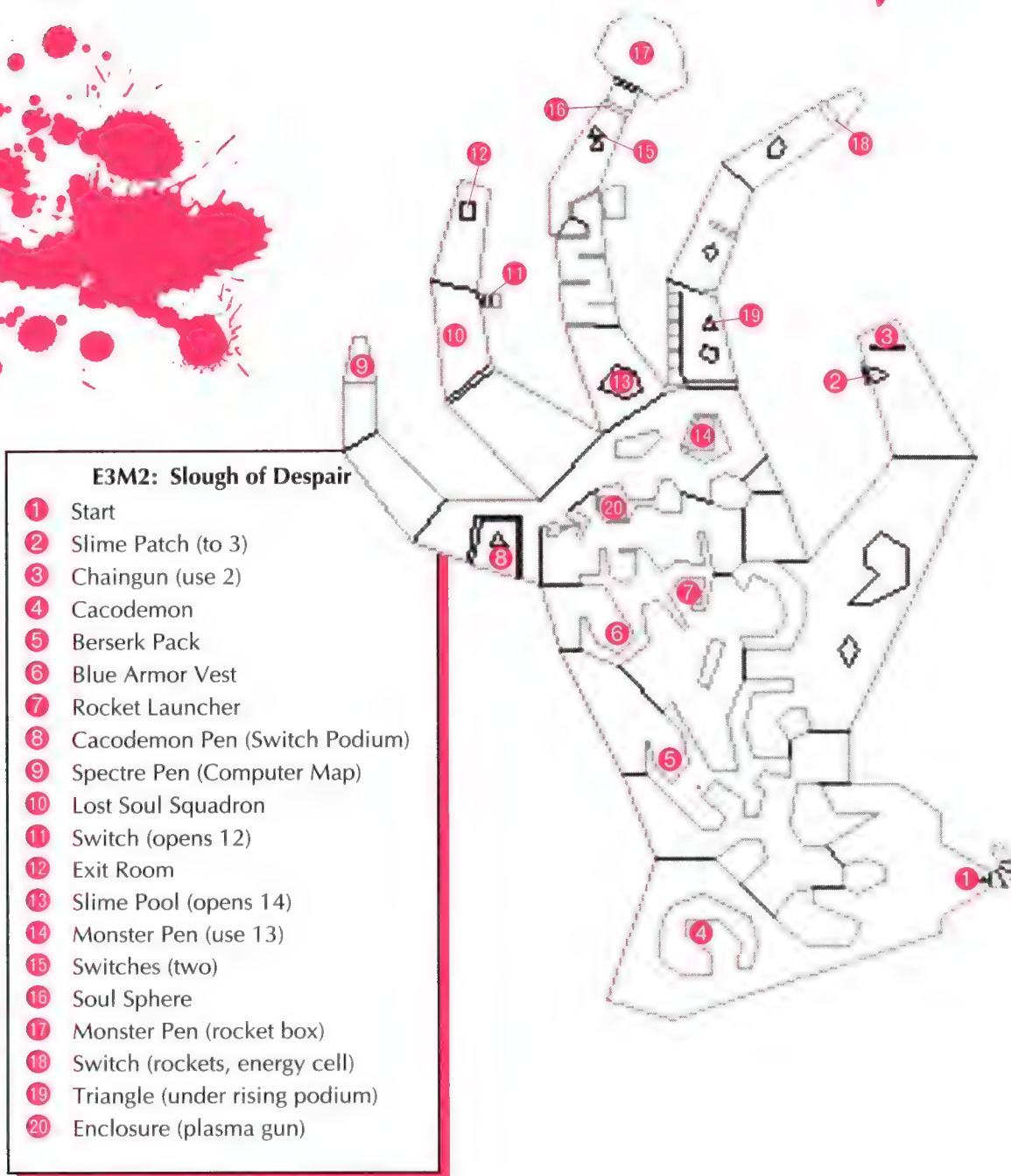
The other skull switch, however, releases a pent-up bunch of Spectres (17). Silence them, then add insult to injury by taking their rocket box. Now it's on to the forefinger.



That row of mutant Marine Sergeants isn't as tough as it looks. When your weapon fire hits the trigger wall behind them, a podium (19) rises to reveal a red triangle. Run over the red triangle—hurry, it won't stay up for long—to lower the whole row of cages so you can grab all that ammunition.

Then blast your way up the finger to the switch (18). Flip it to open the pen, fight your way in, then grab your reward of rockets and an energy cell pack.

Now return to the Exit Room teleport (12) and use it.



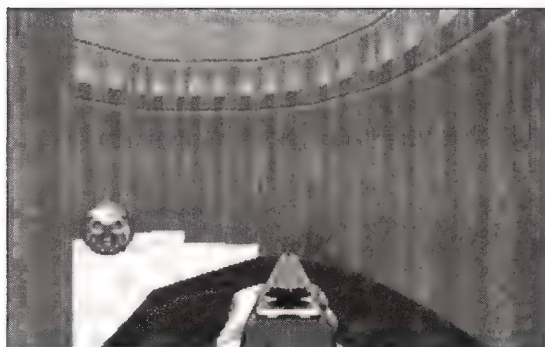
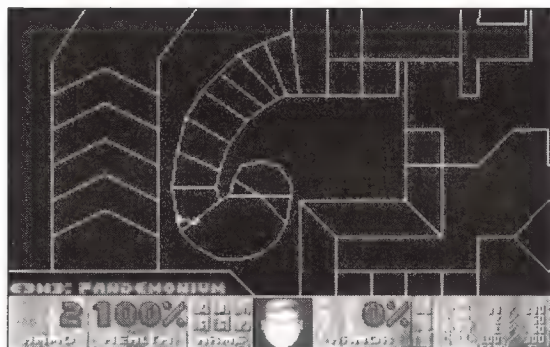
E3M3: PANDEMONIUM

Scoop up all the ammo in the alcoves of the Start Room (1), then head north to the Pillar Room. Press the skull switch (3) to lower the center pillar (2), which has a shotgun.



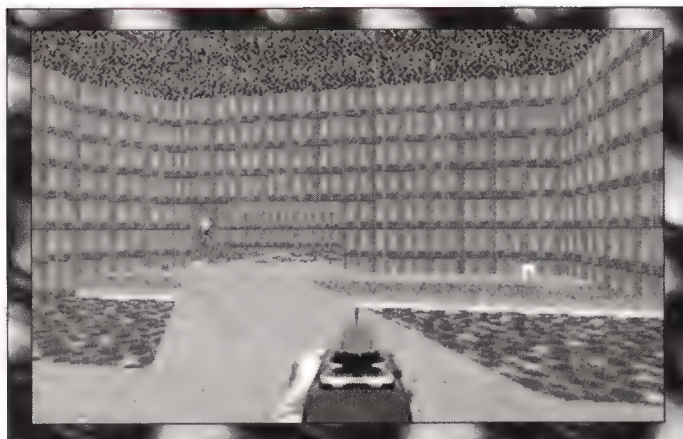
Take the west stairs (shown at left) up to the parapet. Work your way south along the parapet, then down the lift. Clear out the area and head back north. Use the skull switch (4) to lower the lift for a return trip up.

Continue north past the stairs, and hop down across the slime pit. Did you hear a Baron of Hell howl?



Go down the winding stairs (shown close-up in the map shot above-left) until you reach the Invulnerability Artifact (5). Now hustle back to the slime pool.

You'll find a Soul Sphere (6) in the north alcove of the small maze; better yet, a BFG 9000 (7) hunkers down in the southeast corner. You'll need it for the Baron that patrols the hall to the north (8). Once you get past him, head west and south down the corridor with the inverted V ceiling. Clean out the room.



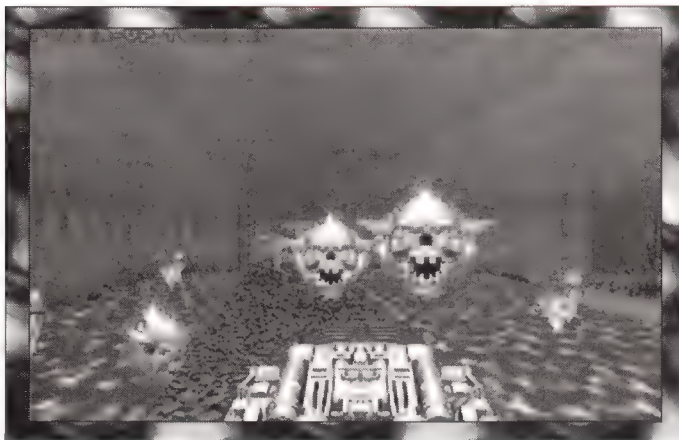
Continue south over this slime bridge, go back to the Start Room (1), then go north to the stairs leading up to the east. Clean out the parapets to the north, then head south down one lift and up another to the blue armor vest (19).

Hop back down the lift and go south to the stairway. At the bottom, you'll find the blue Skull Key (9) and assorted other goodies. Now it's time to go back to the Start Room (1), then head east. Clean out the big hall, then go north up the hallway full of alcoves.



You'll run into another Baron soon; give him a BFG blast and take the first door right (east). Cross the blue torch bridge, go through either door on the far side, then head north.

When the path turns east, you'll run into this mêlée of Lost Souls and a Cacodemon. Fortunately, a Berserk Pack (11) sits on a ledge to the north. Use it to clean up the slime, then continue north into the big room (12) with the backpack, rocket launcher, and green armor vest.

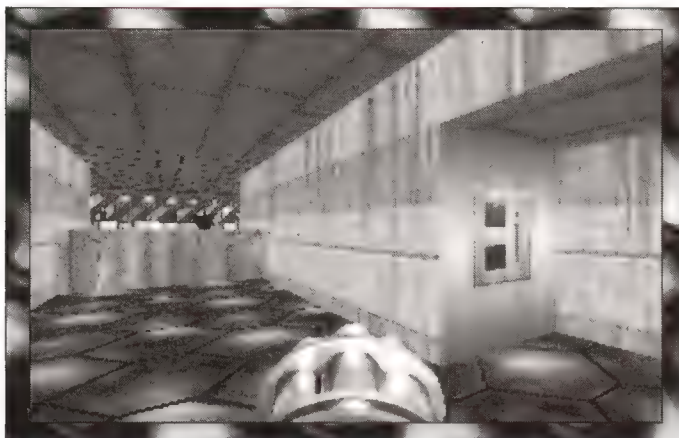


Go west and south, then hop down into this Demon pit (13). After you dispose of the ugly pair, press the lion's-head switch to raise the pit. Return all the way to the Baron Room (10) and head west to the green slime pit.

The chaingun (21) is over in the southeast corner of the pit.

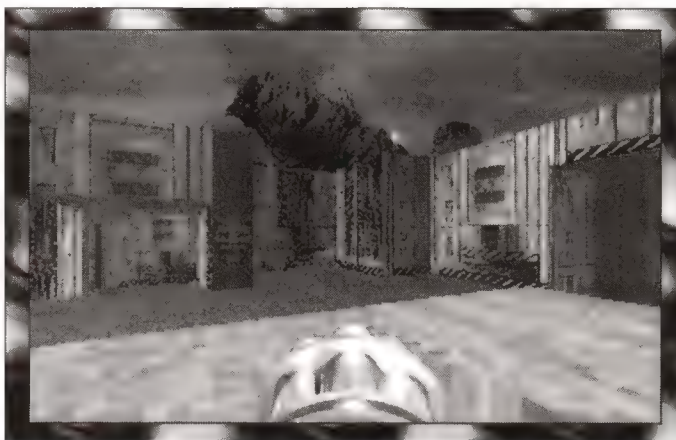
Go back around to the Baron Room (10), then head north past the rooms with the weird pillars. Follow the corridor leading southwest up the V-shaped stairs; open the lion's-head door at the top. Turn right immediately and head into the North Room.





Go straight to the west door and flip this switch (14) to raise stairs to that blue armor vest (22) down the hall to the left. Now go back into the North Room.

Step up on the podium (15) to open that Secret Room (16) with the Computer Map across the courtyard. Then walk up to the wall (17) to open a monster pen with two Demons inside.

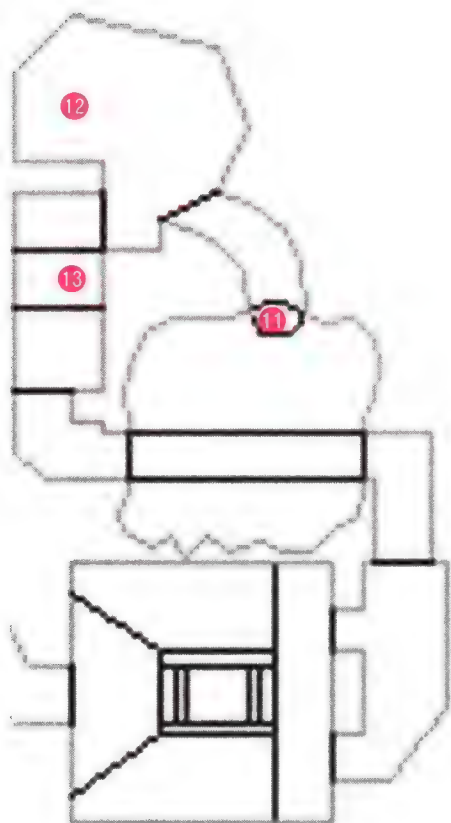


After you waste the Demons, open the blue Security Door (18), and be ready for an Imp ambush. Then skip along to the Exit Room (19).



PART TWO DOOM SURVIVAL GUIDE





E3M3: Pandemonium

- 1 Start
- 2 Shotgun (use 3)
- 3 Switch (lowers 2)
- 4 Switch (lowers lift)
- 5 Invulnerability Artifact
- 6 Soul Sphere
- 7 BFG 9000
- 8 Hall (Baron of Hell)
- 9 Blue Skull Key
- 10 Baron of Hell
- 11 Berserk Pack
- 12 Rocket Launcher, Backpack, Green Armor Vest
- 13 Demon Pit (switch raises lift)
- 14 Switch (raises stairs to 22)
- 15 Podium (opens 16)
- 16 Computer Map (use 15)
- 17 Demon Room
- 18 Blue Security Door
- 19 Blue Armor Vest
- 20 Exit Room
- 21 Chaingun
- 22 Blue Armor Vest (use 14)



E3M4: HOUSE OF PAIN



A launcher and extra rockets are generously provided for you in the Start Room (1), though that Demon will try to keep you from them. Take the first right.

There's a Secret Room (2) behind a false wall in the southeast corner with a shotgun, a box of shells, and an energy cell pack.

Now exit the room and head east into the room with the twin Cacodemon sentry pens. Use your rockets here, if you still have them.

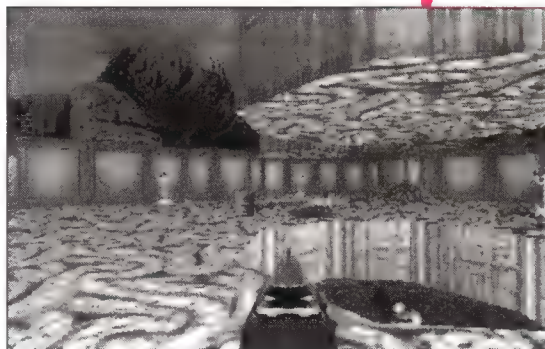


- ★ **Combat Strategy Tactic:** Back up against the south wall just inside the entry (3) and pick off the single Cacodemon to the north. Then you can spin around and slide sideways on the bridge, strafing the two Cacodemons in the south pen.

EPISODE 3 INFERNO



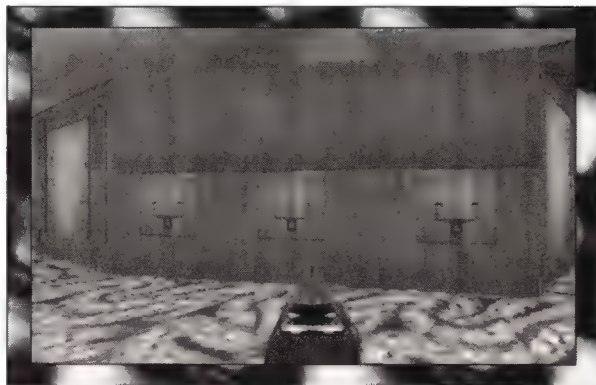
Follow the bridge to the door. When you open the door, *sprint* to the Berserk Pack, blue armor vest (6), and other items in the next room—because (as you see above) you'll also trigger open the door to Beasts, Inc. Go Berserk on them, then hop on the teleport (4) to the back room, and clean that out too.



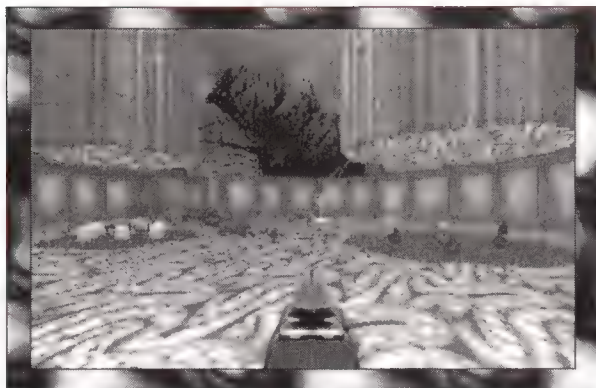
Now return to the narrow corridor leading from the Start Room and head south up the stairs to the next door. Through the door is a courtyard with two pits under crushing pillars (7). There's also several different types of monsters; run in, fire a few shots, and run out. Let them thin their own ranks for few moments.

When the inter-monster carnage ends, go back in. Don't go near the pits yet! Once you activate the crushing pillars by going near them, you can't raise the pit bottoms to ground level. There are lots of goodies in each pit, including an Invulnerability Artifact. But how to get them?

There are three switches (8) on the south wall. If you go *directly up the middle between the two pits* you can reach the switches without activating the crushing pillars.



Push the *left* and *middle* switches, then turn to the pits. The pit bottoms are now ground level. Run through each to grab goodies, timing your runs to avoid being crushed by the pillars.



★ **Tip:** Save the Invulnerability Artifact for last; you'll need it for the next step.

Now push the far-right switch to open a passage to the west. This also releases two pens of Demons and Imps, who will swarm you when you head west down the new passage.



★ **Really Cool Combat Tip:** I discovered something beautiful, man. Look closely at the two screen shots above. Apparently, Demons cannot cross the line into the courtyard; if you plant yourself in the spot pictured above, you can pick them off at your leisure, without fear of being attacked. That's what I did, and it was really, really fun.

EPISODE 3 INFERNO

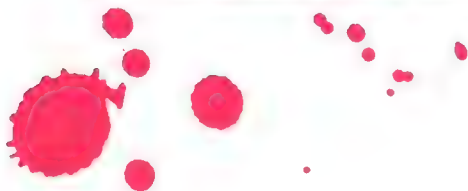


Continue to use [this really cool combat tip](#) after you move west out into the cavernous hallway. As you work your way south you'll trip open several pens of creatures, including a lot of Demons. Every time you face a swarm, turn and run screaming back to the magic spot by the westernmost switch (8). Bloody Demons will begin to pile high.

Note, however, that this doesn't work for guys who can shoot (Marines), or spit (Cacodemons), or throw green fireballs of death (Barons of Hell).



A Baron of Hell lurks with this attendant swarm of Lost Souls down in that last corridor to the south—along with the precious blue Skull Key (11)



Go to the double doors (14). Take the right (southern) one first; it contains a mother lode of goodies, including a green armor vest. Then go take the left (northern) door.



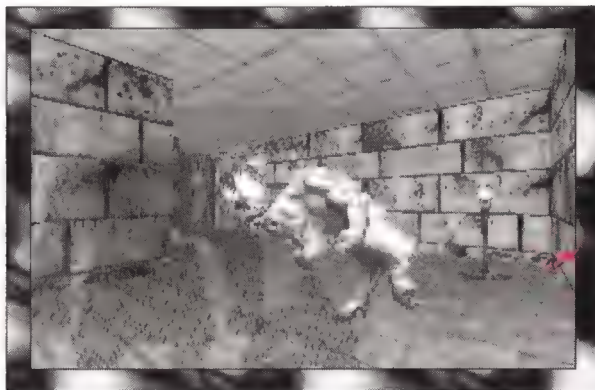


That Cacodemon you just popped behind the next door guarded a switch (15) that merely unlocks the door that locked behind you when you entered.

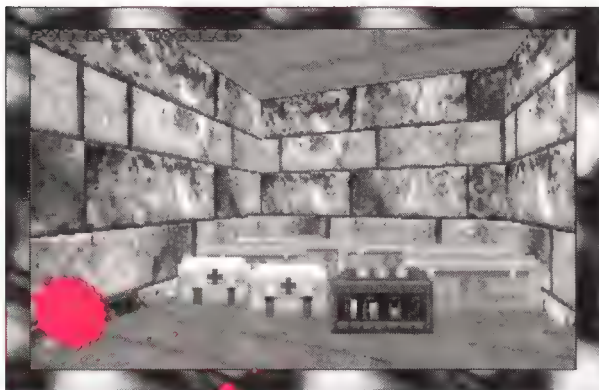
Go south to the blue Security Door (12), then take the door on the left to the Blur Artifact (13). Then get ready for what can only be described as . . .

. . . a mega-monster mêlée! Representatives from every family of beast awaits you in the rooms to the north and east.

All I can say is, good luck. Again, you might poke your nose in the Central Room (16), fire off a few rounds, then hustle out of there. Let them vent their frustrations on each other for a while. You can also try to make it to that north door off the main room . . .



. . . where you'll find a slime pit with a switch. Just beneath the switch, submerged in the slime, is the BFG 9000 (17). Did anything ever look so beautiful? Flip the switch to raise a ledge.



From the Central Room (16), take the south door into a room full of toxic barrels. The V-shaped west end is a false wall. Press it to find a bulk energy cell, six boxes of rockets (18), and some Demons with really big mouths.

Finally, explore the two rooms west of the Central Room. You'll find Imps and other beasts, a Soul Sphere (19), and a Baron of Hell in the second room.

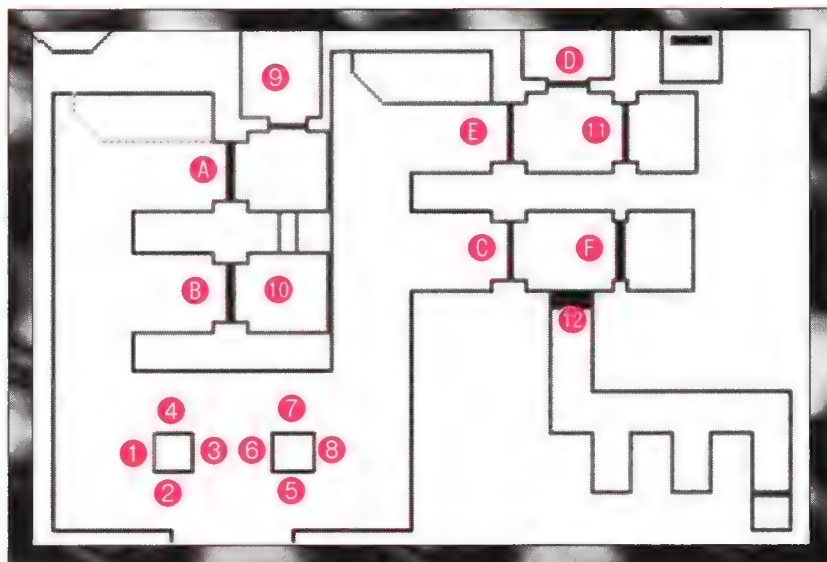
Now return to the room just off the blue Security Door (12) and go east to the door opposite. To the north is a Trigger Door (20). When you step on that red patch in front of it, you'll release a bunch of Demons from a pen to the right. Deal with them, then step on the blue toxic patch to trigger open the door.



Fight your way north to these switch pillars (21). Now it's puzzle time. The eight switches activate a series of doors down the northeast and northwest corridors. Check the map on the next page to see how it works.



PART TWO DOOM SURVIVAL GUIDE

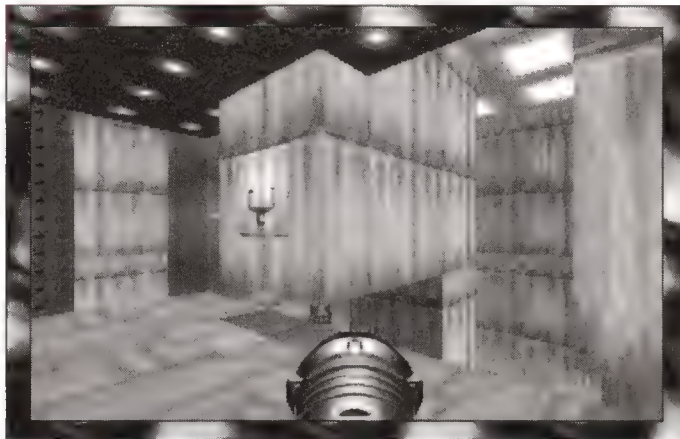


Switch #1 opens door A
 Switch #2 opens door B
 Switch #3 closes door A
 Switch #4 closes door B and
 Demon pen
 Switch #5 opens doors C and D
 Switch #6 opens doors E and F

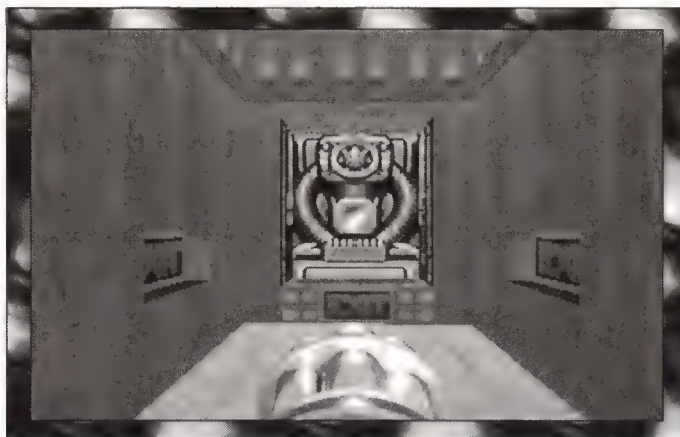
Switch #7 closes doors C and D
 Switch #8 closes E and F
 9 Demon Pen
 10 Invulnerability Artifact
 11 Yellow Security Door
 12 Red Security Door



Once you've got the pillar switch business finished, get the Rad Suit (24) behind the false wall, then scoop up everything you can in the slime pit corridor (seen at left). Beware the usual Demons and Cacodemons. A backpack (25) guarded by a Baron of Hell lies in the last alcove on the right.

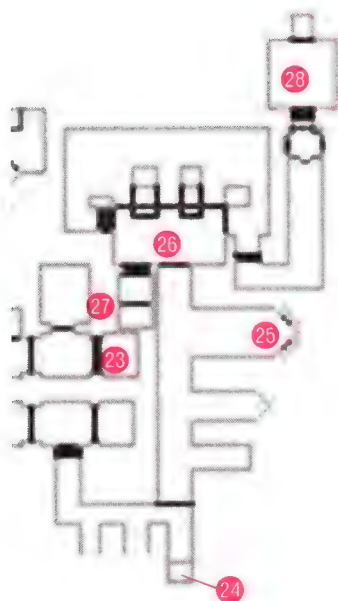


You'll come out at a switch (26). Flip it to open the door opposite, go in that door and flip another switch (27) to get the blue armor vest. Now go out and hop down into the Demon pen below. Clean it out and exit through the southeast door.



You've made it to the Exit Room (28). Careful, though, there's a Cacodemon waiting on the other side of that door.





E3M4: House of Pain

- | | |
|--|---|
| 1 Start (rocket launcher) | 14 Double Doors |
| 2 False Wall (shotgun) | 15 Switch (opens 14) |
| 3 Entry | 16 Mega-Monster Mêlée! |
| 4 Teleport (to 5) | 17 Switch (BFG 9000) |
| 5 Teleport (to 4) | 18 Secret Room (rockets, energy cell) |
| 6 Berserk Pack, blue armor vest | 19 Soul Sphere (Baron of Hell) |
| 7 Crushing Ceiling Pits (chaingun, Invulnerability Artifact) | 20 Trigger Door |
| 8 Switches (3) | 21 Pillar Switches (see map blow-up in walkthrough) |
| 9 Tripwire (opens 10) | 22 Yellow Skull Key |
| 10 Monster Pen (use 9) | 23 Red Skull Key |
| 11 Lost Soul Swarm, Baron of Hell (blue Skull Key) | 24 Rad Suit |
| 12 Blue Security Door | 25 Backpack (Baron of Hell) |
| 13 Blur Artifact | 26 Switch (opens door opposite) |
| | 27 Switch (blue armor vest) |
| | 28 Exit Room (Cacodemon) |

E3M5: UNHOLY CATHEDRAL



Start by taking the westernmost entrance to the Cathedral. In the first chamber beyond the door, push the west wall (2) for the Light-Amp Visor.

Proceed north to the Column Room and take the first door on the left. Lots of Demons here, and the door locks behind you—no quick escape! But in the big alcove (5) at the opposite end of the room are a Soul Sphere and plasma gun, as well as the skull switch that opens the now-locked door. Exit into the Column Room again and go north.



See that Cacodemon lurking just around the corner? There's another right behind him, and a third just around the next corner to the east. Make them eat plasma.

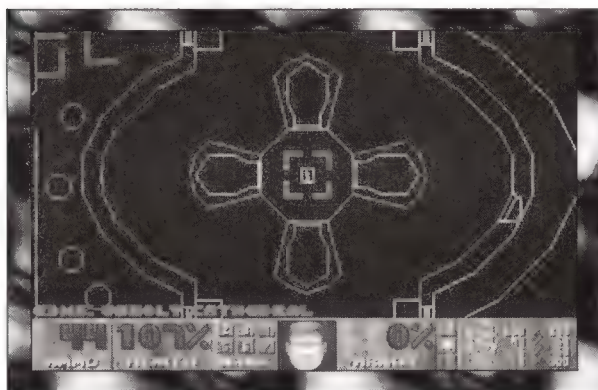
There are two doors to the north. Take the westernmost one and turn right. You can blast a Demon from behind; he was expecting you through the other door. Now move west across the small green slime puddle (6) to open the door into a red slime containment area.

EPISODE 3 INFERNO

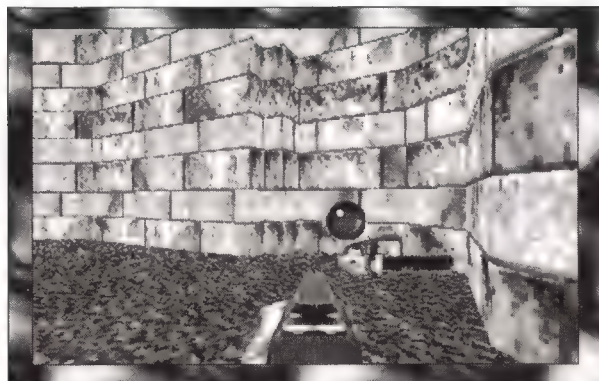


While dodging monsters, hurry along the east wall and press the spot (7) between the two blue Y-shaped indentations to open this Secret Room with a Rad Suit. Then dispose of the Demons and Imps and take the teleport (8) to an “incoming-only” teleport (9) in the middle of the large central courtyard.

Each of those ends of the cross in the center of the courtyard is a monster holding pen. Your arrival here from teleport (8) triggers open the Cacodemon pen (10) to the south. The yellow Skull Key is in the pen.



Note: When you teleport into the middle of the cross (9) from specific teleports, you trigger open monster pens.



See the “flame window” high on the eastern wall of the courtyard? Just to its south is a Secret Room (4) with a Soul Sphere and chainsaw. Now scavenge the courtyard for stuff; you can stock up on lots of shotgun shells, ammo, and health kits.



Those red areas in the four corners are teleports. But three of them (11, 12, 14) zap you right back to the central teleport (9). Only the flashing one in the north-west corner (13) takes you out of the central courtyard. Use it now to reach a teleport (15) in the northeast corner of the Cathedral.

When you arrive, note that those seven Demons don't see you yet. Also note the Blur Artifact waiting there for you. Sprint to it, then battle the beasts. If it's still too hairy, grab the Berserk Pack (16) near the doors.



Take the west door and follow the corridor north and west until you reach the arch (17). Run through it to trigger open the north door, then go into the North Room (18).

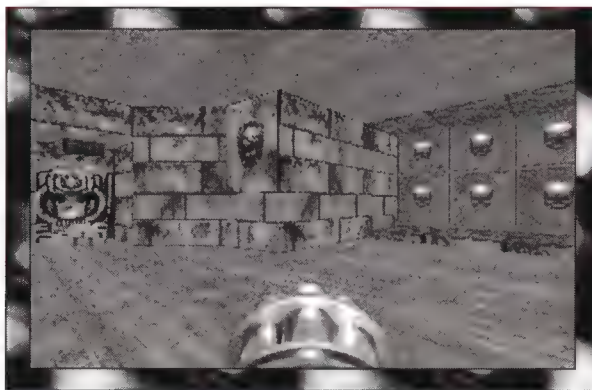


In the corners of the North Room you'll find three skull switches and a teleport. Here's what each does:

- The southeast switch opens secret doors in the east and west corridors (three on each side), giving access to the rocket launcher (22) and extra rockets.
- The northeast switch gives access to the blue Skull Key (20) in the northwest corridor, and also reveals the chaingun (21) in the northeast corridor—you can't get it yet, though.
- The northwest switch lowers the chaingun (21) in the northeast corridor.
- The southwest teleport (19) takes you back to the teleport (15) in the Northeast Room, so don't use it now.

Instead, exit the North Room and face down the Baron of Hell you've released from its pen (23). Continue southwest past his pen and push the secret door (32) on the right-hand wall; it opens to a green slime pit. Run across to the stairs, where you'll find a rocket at the top.

Now return to the North Room, take the southwest teleport (19) to the teleport (15) in the Northeast Room. Take the south door and clear out the corridor on the other side, then step through the blue Security Door (24).



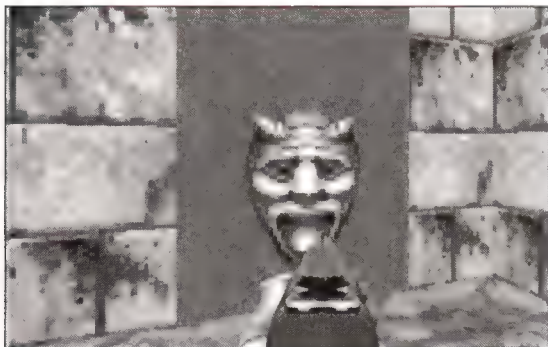
To your immediate left (north) is the Exit Room teleport (25). Skip it for now. Through that door on the right lies one of the wildest combat experiences in *Doom*.

Be sure you save your game here! Also be sure you've got adequate weapons, ammunition, health, and so on, before you enter the Monster Warp Mêlée Room (26).



After you enter, sprint (and I mean *sprint*) to the corridor leading east. Hurry! Monsters galore are warping into that pit in the center of the room—including a Baron of Hell.

 **Note:** A wall drops behind the room door when you enter, locking you in.



Get through that eastern door. You'll find a BFG 9000 (27)—at last! Use it a couple of times to clear the room.

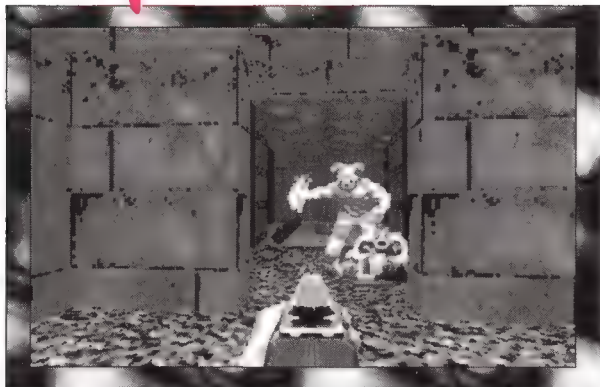


After the carnage, press the Skull Key on the wall (seen above) to raise the wall behind the room door, and exit.

Take the corridor south to the two southeast slime pits (28). Run through them quickly; there's nothing of interest in either one. Head north to the central courtyard. When you step on the inner corner of the southwest teleport (14), you'll teleport to another teleport (9) and trigger open the west pen (29). Slip past the now-released Baron of Hell into the pen for the Invulnerability Artifact, then go get him.



PART TWO DOOM SURVIVAL GUIDE



The final two pens each contain a Baron of Hell, among other things. To open them, you'll need to leave the courtyard and return twice to step on the inner corners of the northeast (12) and southeast (11) teleports. Here's one way:

1. Take the northwest teleport (13) to the Northeast Room, exit through the west door into the corridor, then take the south door onto the northeast teleport (12). Fight the Baron that emerges from the north pen (30).
2. Take the northwest teleport (13) to the Northeast Room, exit through the south door into the corridor, then go down the corridor and take the west door onto the southeast teleport (11). Fight the Baron that emerges from the east pen (31).

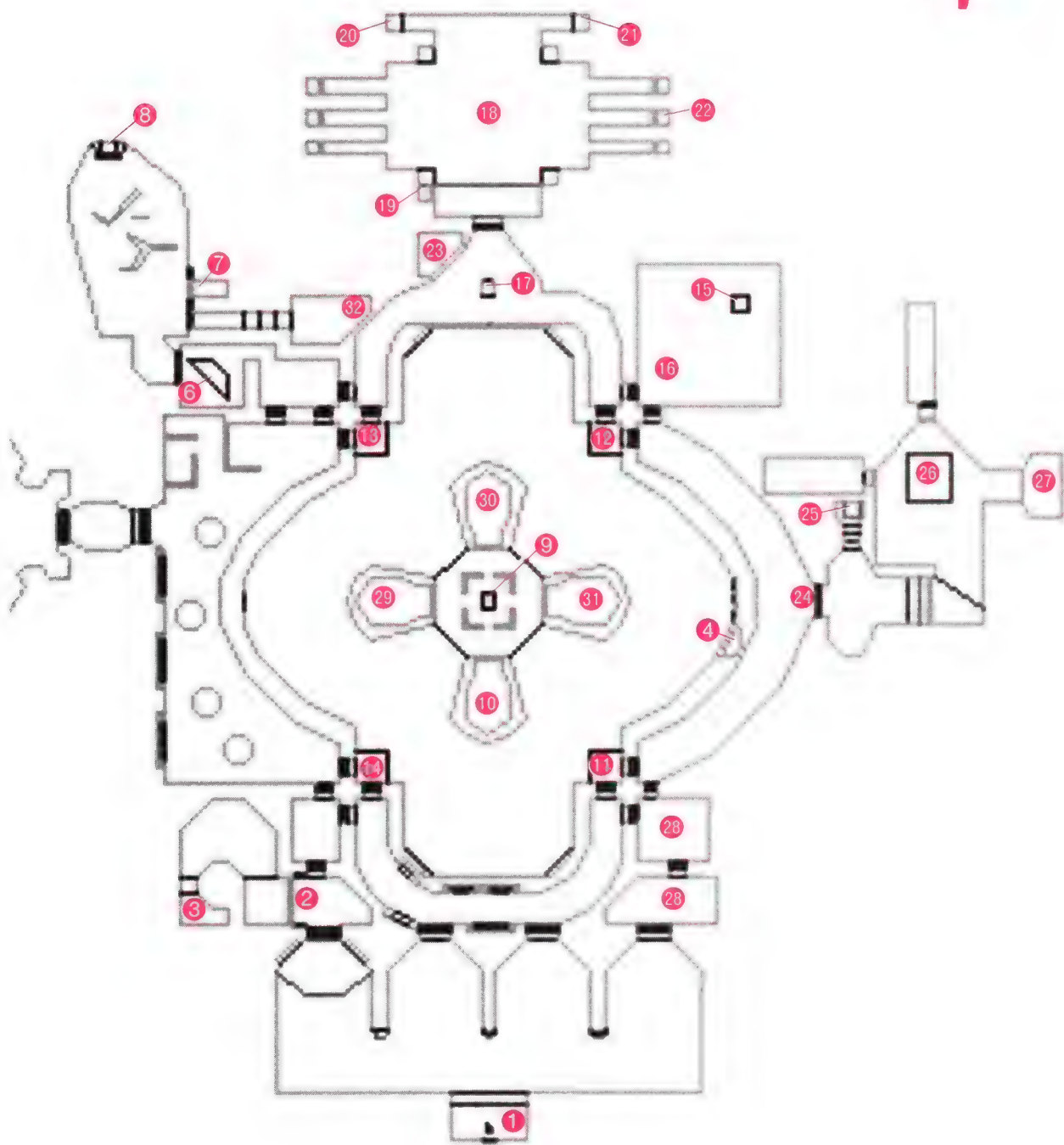
Now return to the Exit Room teleport (25).



E3M5: Unholy Cathedral

- | | | |
|--|--|---|
| 1 Start | Key, Cacodemons) | 22 Rocket Launcher (use SW switch) |
| 2 False Wall | 11 Teleport (to 9) | 23 Baron of Hell |
| 3 Light-Amp Visor | 12 Teleport (to 9) | 24 Blue Security Door |
| 4 Secret Chamber (Soul Sphere, chainsaw) | 13 Teleport (to 15) | 25 Exit Room |
| 5 Alcove (switch, plasma gun, Soul Sphere) | 14 Teleport (to 9) | 26 Monster Warp Mêlée! |
| 6 Slime Pool (triggers open door) | 15 Teleport (to 13) | 27 BFG 9000 |
| 7 False Wall (Rad Suit) | 16 Berserk Pack | 28 Slime Pits |
| 8 Teleport (to 9) | 17 Arch (opens 18) | 29 West Pen (Baron of Hell, Invulnerability Artifact) |
| 9 Teleport (incoming only) | 18 North Room (use 17) | 30 North Pen (Baron of Hell) |
| 10 South Pen (yellow Skull | 19 Teleport (to 15) | 31 East Pen (Baron of Hell) |
| | 20 Blue Skull Key (use NE switch) | 32 Secret Door |
| | 21 Chaingun (use NE, then NW switches) | |

EPISODE 3 INFERNO

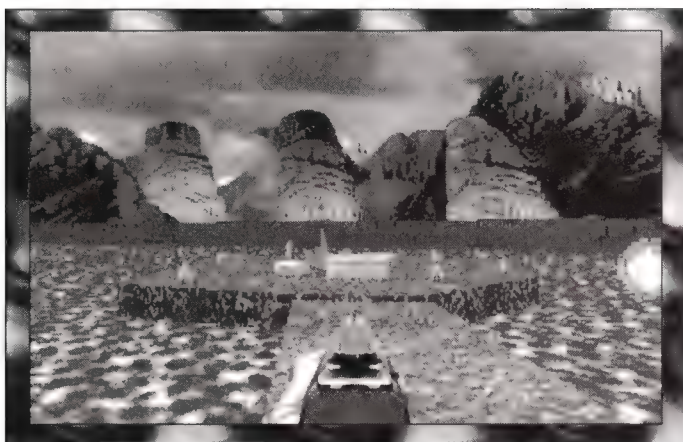




E3M6: MT. EREBUS

This is one of the most dazzling and difficult levels of *Doom*, with its radiant textures, monster swarms, and fiendishly difficult puzzles. Mt. Erebus also provides access to Episode Three's secret level (E3M9).

Most Doomies I know have failed to discover 100 percent of Mt. Erebus's secrets without cheating. In particular, it seems almost impossible to find access to that rectangle to the far north, which is the passage to the Episode Three secret level.



From the Start (1), work your way southeast to that platform at the end of the peninsula. Stock up quickly on the ammunition there, then sprint over to . . .

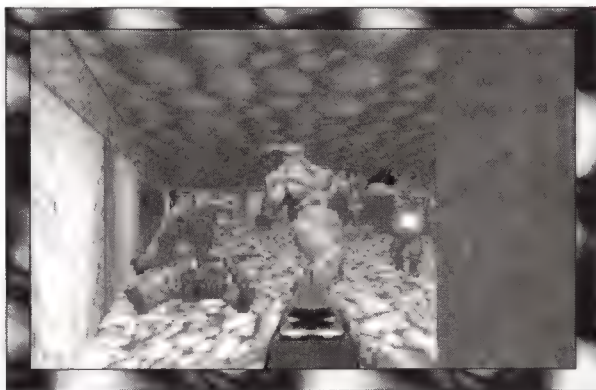
. . . the broad staircase to the northwest. When you reach the top of the stairs, feast your eyes on the bounty below (20)—rocket launcher, rockets, chaingun, shotgun. And to top it all off, an Invulnerability Artifact (21) as well. Of course, you'll need all of it, considering the horde of slaving beasts chasing you.



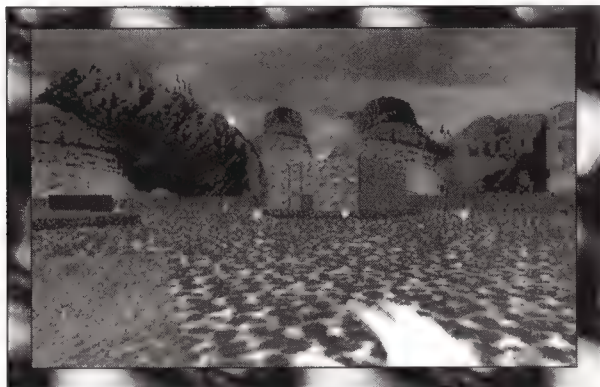
EPISODE 3 INFERNO



Now head east to that big horseshoe-shaped structure. It's a monster hangout, with a pair of pens (one on each side) that you'll trip open. Eliminate the beasts with the help of the Invulnerability Artifact (19) in the east pen.



Now head back to the entrance of the big southern building near the Start (1). It holds no secrets, nor much of value. Just clear it out. And be ready for the Baron of Hell waiting up the stairs.



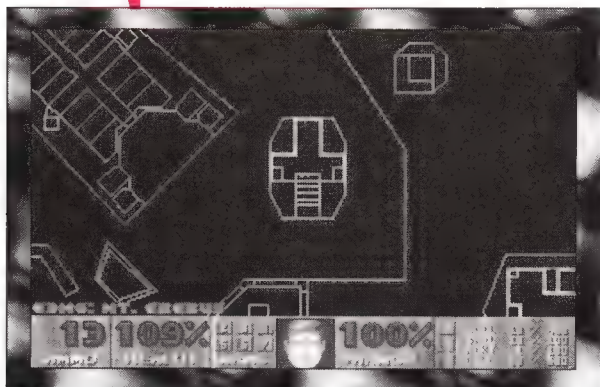
After exiting the first structure, head straight for that square building on an island to the east. Enter from the east; the backpack (2) is in the northwest corner. The west switch opens the Cacodemon pen; the other switch opens the Marine pen. There's also a Rad Suit (3) in the northeast corner.

★ **Combat Strategy Tip:** You can pick off the mutants through the vertical gaps before opening the pens.





PART TWO DOOM SURVIVAL GUIDE



Head back to the main island and enter the easternmost structure. Inside you'll find a green armor vest (4) and two teleports (5, 6).

The west teleport (5) takes you out to a ledge just outside (5), with a box of shotgun shells waiting. The east teleport (6) takes you to an opposite ledge (6), but this time you'll find an energy cell pack and a plasma gun. Be careful here, because when you hop down . . .

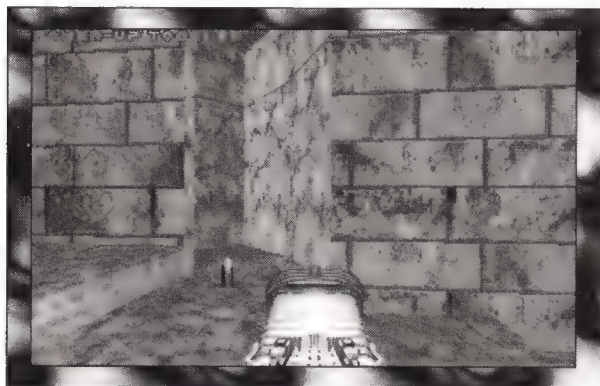
. . . you release a penful of Cacodemons (7) across the water. Spray them with plasma, then go get the Rad Suit in their pen. Head for the large central building.

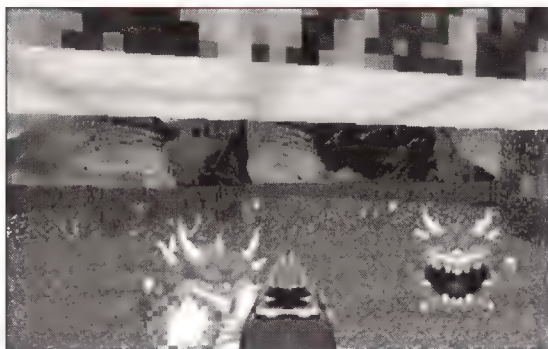
Pick off the four caged Imps outside, then open the door and sprint for that Berserk Pack (8) on the floor. Clear out the room, open the secret closet (9) on the northeast wall for an energy cell pack . . .



. . . then open the southwest closet (10) to reveal this teleport. Jump aboard. You'll end up on a ledge (11). Leap across to grab the chainsaw (14), then find the teleport (12) on the southern side of the structure; it will return you to the steps (13) of the large central building.

Go back inside and again take the teleport (10) to the overlook (11). This time, jump into the enclosure (15). Take the teleport there, which warps you over to the Y-shaped building (16).



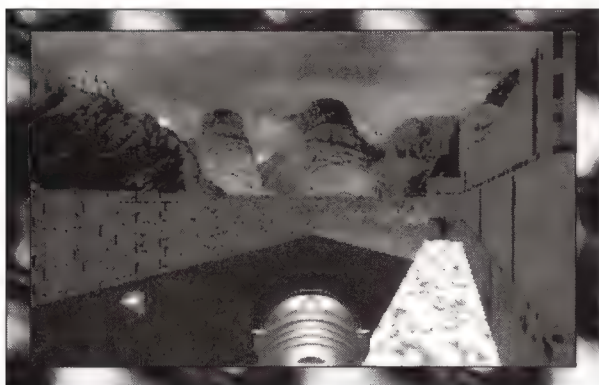


Clear out the building; you can use the windows to take potshots at Cacodemons prowling the yards. Don't forget that blue Skull Key (17) down in the south wing. Press the skull switch (18) to open a door back where you teleported in (16). Exit the building.



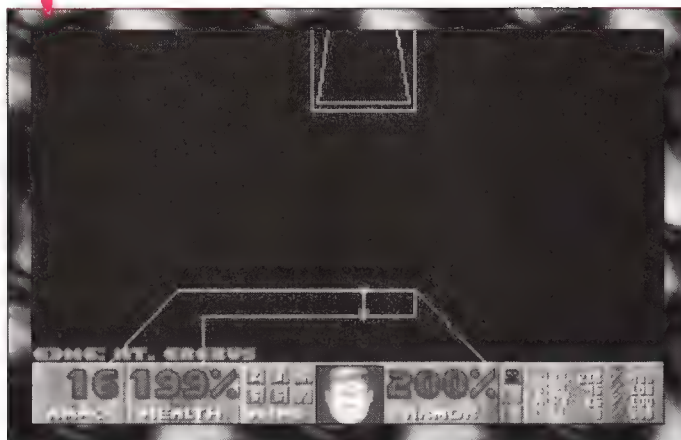
Before you head for the Exit Room, be sure to clean out all those outlying buildings. The two to the north have Rad Suits (25, 26), a Computer Map (26), and a Soul Sphere (29). Check them all for goodies.

Then head through the slime to that small corridor on the south end of the westernmost building. Go through the blue Security Door (23) to the Exit Room (24). You can take the teleport to the next level, but then you'd miss out on Episode Three's secret level. So leave the structure, go back to teleport (10), and warp yourself back to the ledge (11) overlooking the northern sector.



This is the trickiest and most amusing maneuver you'll have to perform in *Doom*. See that blue rectangular enclosure (28) there to the northeast? That skull switch inside is the trigger that takes you to E3M9. Work your way very carefully down that narrow ledge to the east . . .

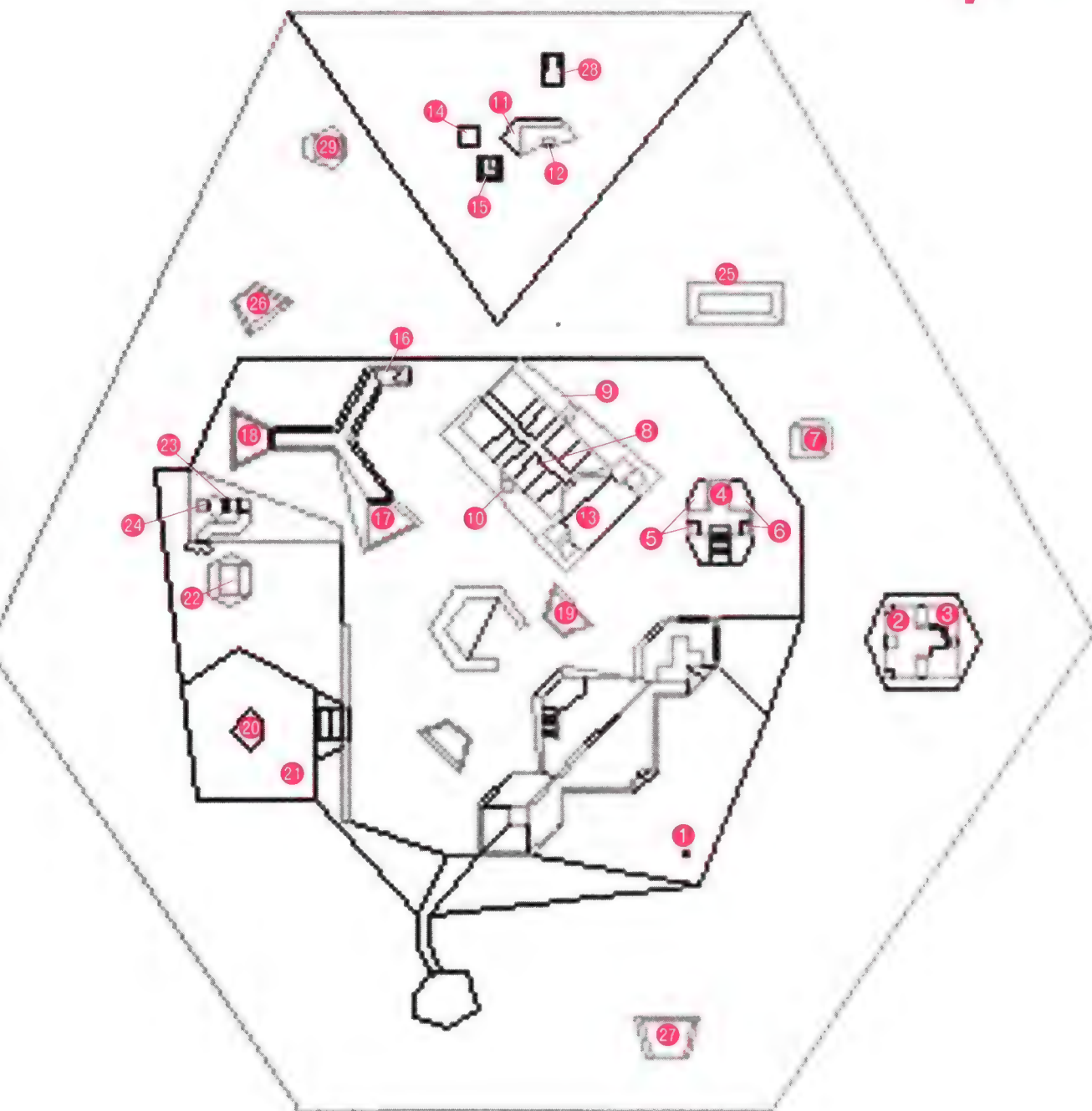




... until you are *directly south* of the enclosure. Now comes the fun. Turn to face the wall (as shown on the map at left); then, fire your rocket launcher! That's right. The jet propulsion of the explosion will knock you right into the enclosure. Turn and flip the switch. Wasn't that great?

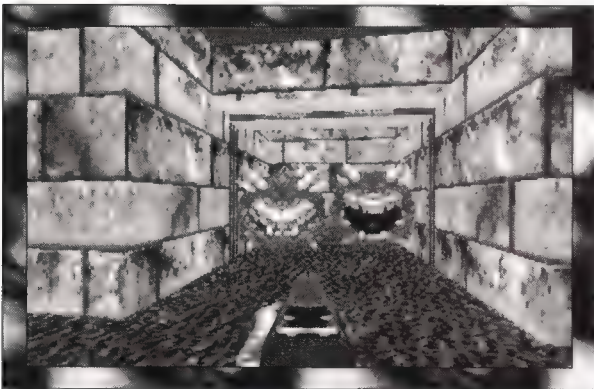
E3M6: Mt. Erebus

- | | |
|--------------------------------------|--|
| 1 Start | 16 Teleport (incoming from 15), Building Exit (use 18) |
| 2 Backpack | 17 Blue Skull Key |
| 3 Rad Suit | 18 Switch (opens 16) |
| 4 Green Armor Vest | 19 Invulnerability Artifact |
| 5 Teleport (shells) | 20 Rocket Launcher, Rockets, Chaingun, Shotgun |
| 6 Teleport (plasma gun) | 21 Invulnerability Artifact |
| 7 Cacodemon Pen (Rad Suit) | 22 Soul Sphere |
| 8 Berserk Pack | 23 Blue Security Door |
| 9 Secret Closet (energy cell) | 24 Exit Room |
| 10 Teleport (to 11) | 25 Rad Suit |
| 11 Teleport (incoming only, from 10) | 26 Rad Suit, Computer Map |
| 12 Teleport (to 13) | 27 Blue Armor Vest |
| 13 Teleport (incoming only, from 12) | 28 Exit to Secret Level (E3M9) |
| 14 Chainsaw (leap from 11) | 29 Rad Suit, Soul Sphere |
| 15 Teleport (to 16; leap from 11) | |



EP7: LIMBO

This level is the last real maze in *Doom*, and its difficulty makes it a worthy one. You'll need to keep good notes on the many teleports and switches; many areas of the game are not accessible unless you have a clear understanding of the teleport links.



You open up in the midst of a m  le. After you clear out the Start Room (1), turn and press the south wall to access a Secret Room (2) where you'll find a backpack and two Cacodemons.

Now proceed north to the big slime lake and turn left, following the walkway west through the passageway, then south. Stick to the left (eastern) wall till you find the blue Skull Key (5) in the corner. Then head west and flip the skull switch (6) to raise a bridge

(22) clear up in the northeast quadrant of Limbo.

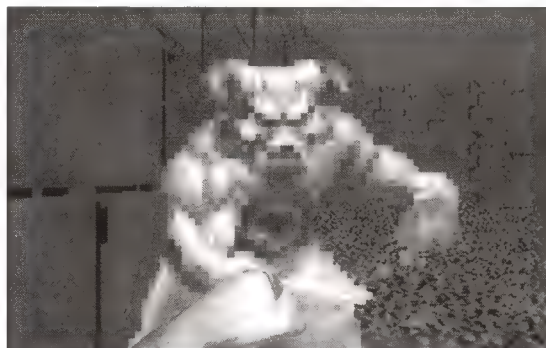
It helps to be heavily armed and healthy for the next few steps. Continue west to another skull switch (7), which opens . . .

. . . a Pentagram Room (21) full of Cacodemons just to the north. (It also contains a Soul Sphere and a rocket launcher.) On the way, swing to the east down the narrow hallway to trigger open a second monster pen (8) where you'll find the blue armor vest.



- ★ **Combat Strategy Tip:** It might be a good idea to skip the Pentagram Room switch (7) for now. Later, after you find the BFG 9000, you can teleport back and take out all four Cacodemons with a single shot! (That's what I did in the shot shown on the previous page.)

Now return to the central slime lake and follow the walkway east to the room with the two blue Security Doors (4). Take the south door.



The skull switch (11) in the small niche to the north lowers the false wall (12) in the southeast of the room. Two things, though—you have to run fast to get there, and a Baron of Hell waits there for you.

Once you waste the Baron, push the skull switch (13) in the corner to raise a drawbridge (14) to the podium across the slime pool. There you'll find another red Security Door (15) that you can't open yet. Where the hell is that red Skull Key? Let's go find it.

Head back north through the other blue Security Door (4). Keep working north (with some ugly Cacodemon skirmishes) until you reach the first Rad Suit Room (16). This will be your base for exploring the maze of slime trenches that run through the northern part of Limbo.

First, grab a suit and head east. Up in the far northeast corner, you'll find a box of rockets (17).



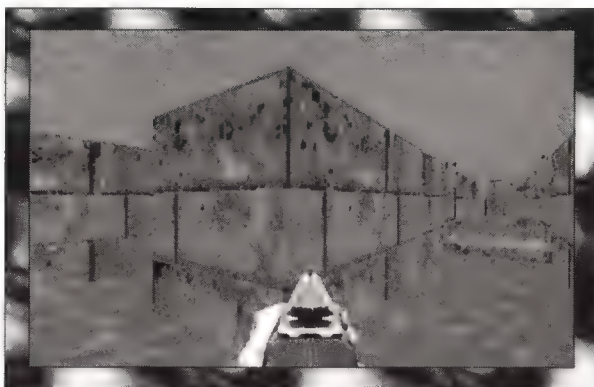


In the trench just south of the rocket box you'll find the pride of the Marine Corps, a BFG 9000 (18). Oh yes! You'll also find a teleport (19) that takes you back down to the southwest section (20).

With the BFG 9000, you're ready to go back and press that skull switch (7) that opens the Star Pen (21) full of Cacodemons—unless, of course, you already took care of this business earlier. If so, forget the teleport (19) and hurry back to the Rad Suit Room (16). Grab another suit and head west.

You'll soon find another roomful of four Rad Suits (16). Grab a suit, take the north exit, and work your way west.

That teleport (23) on the right takes you back to the teleport (20) in the southwest quadrant, so take the passage that branches left (south) here.

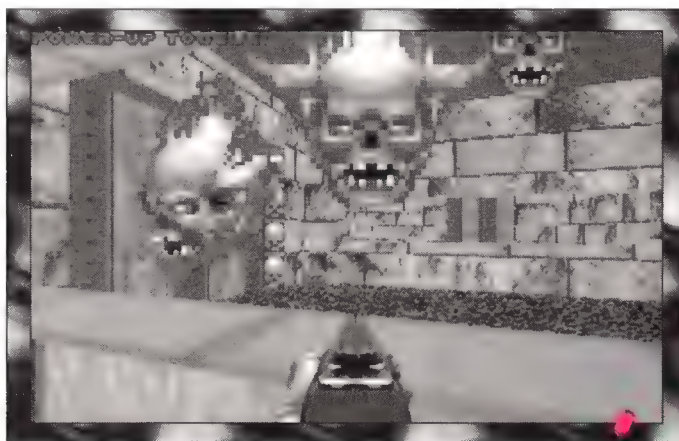


EPISODE 3 INFERNO



It leads to the red Skull Key (24) and still another Rad Suit. Go through the red door just ahead and press the skull switch (25) to open all teleports with red Security Doors (making the key you just got superfluous!).

Grab the Rad Suit and go back to the teleport (23) you bypassed. Now you can check out all those pillars with red doors. First, go to the one (9) in the far southwest toxic lake; it takes you to a new area (26).



Head north to this window overlooking the yellow Security Door (27). Pick off the Lost Souls—they can't get to you—then press the skull switch (28) on the wall behind you. This raises a bridge (30) two rooms to the west.

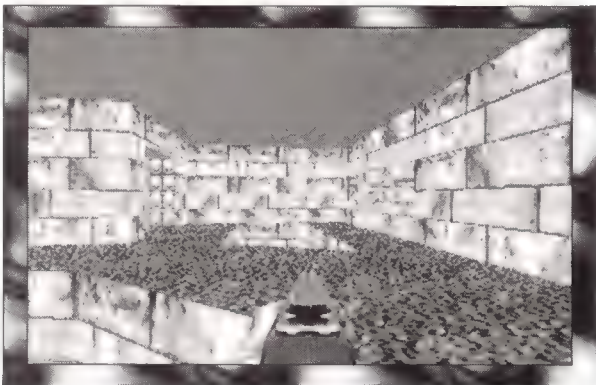
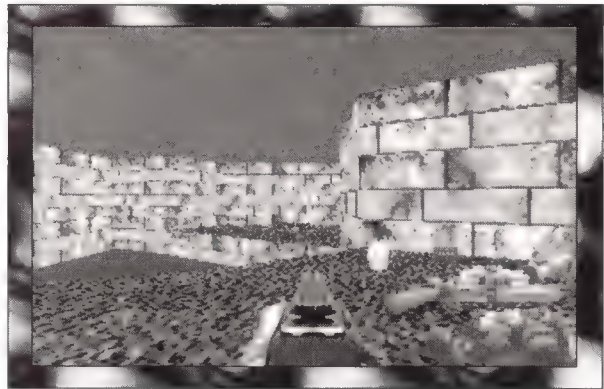
Now go back to Limbo's big central slime lake and head north. There's a Rad Suit over in the southeast corner, but head straight for the westernmost pillar, go through its red door, and use the teleport (37).





You'll end up on a ledge overlooking a slime pool in Limbo's far northwest sector. Press the skull switch (39) to raise a bridge (40) on the other side of the slime pool, then teleport back to the previous teleport (37). Go to the other pillar to the east (32) and teleport to another overlook (33) in the northwest.

Now you can cross the new bridge (40) to the yellow Skull Key (41). Go back to the teleport (3) on the island in the big central slime lake. Take the teleport, then . . .

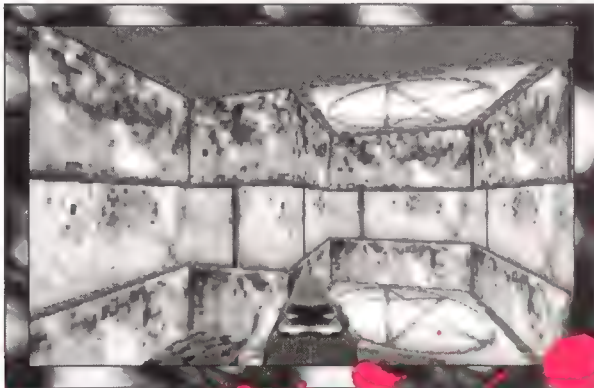
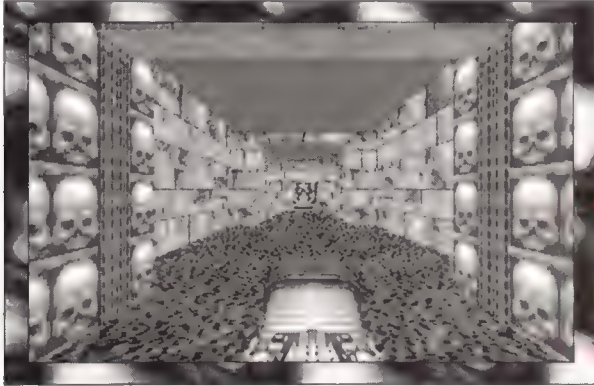


. . . cross the bridge (30), and open the yellow Security Door (27). Inside, press the skull switch (42) to raise a bridge (43) that will eventually connect you to the Exit Room (44).

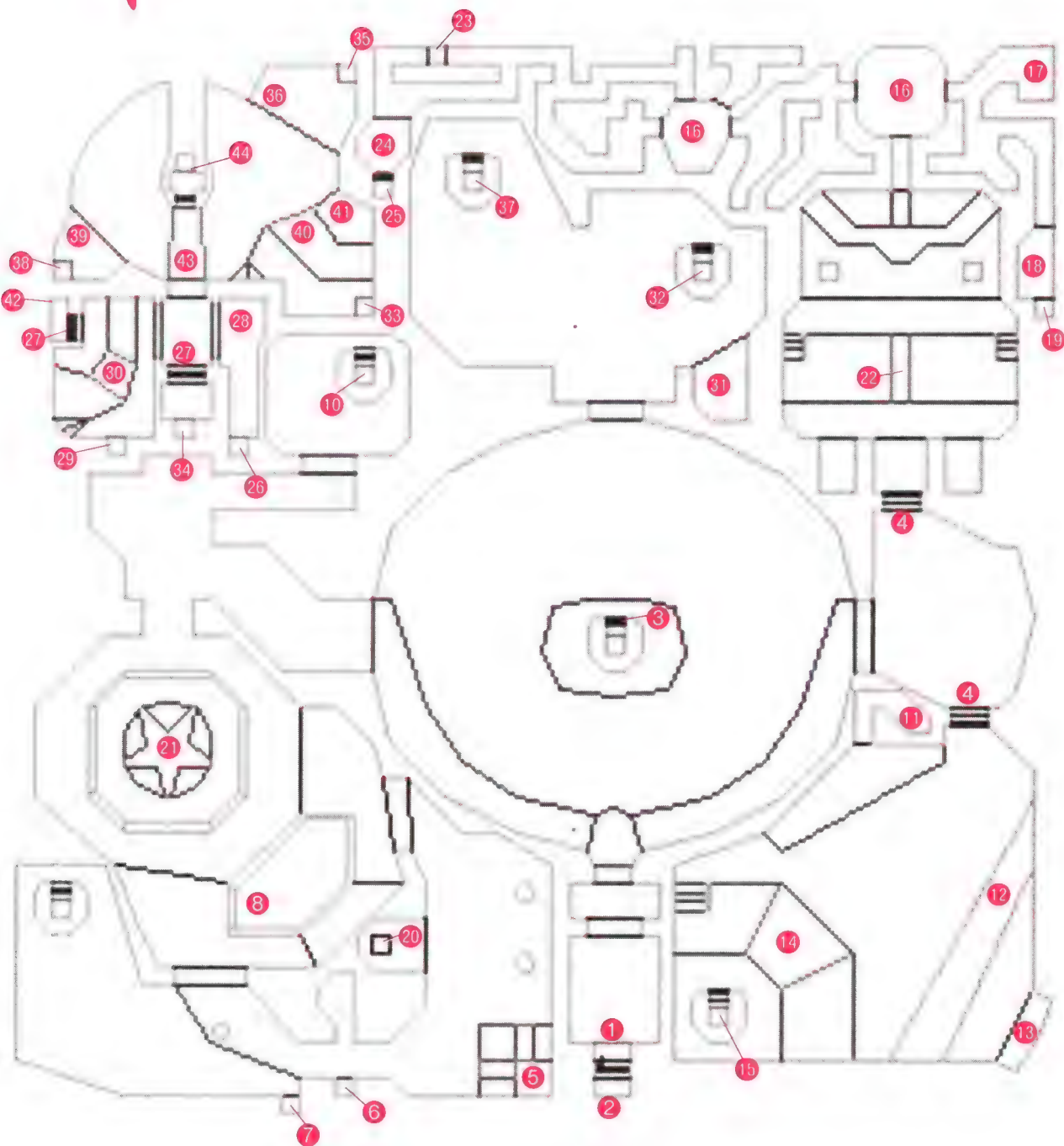
EPISODE 3 INFERNO

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Now teleport back from (29) to (3) and go west, then north to teleport (10), which takes you to the teleport (34) just outside the other yellow Security Door (27).



Go through the door. The new bridge (43) leads to the Exit Room teleport (44). Finally!

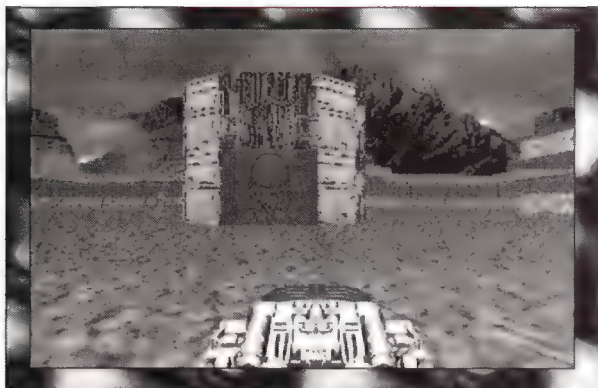




E3M7: Limbo

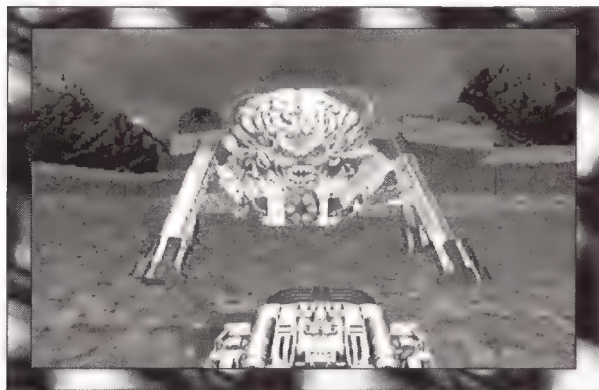
- | | |
|---|--------------------------------|
| 1 Start | 22 Hidden Bridge (use 6) |
| 2 Secret Room (backpack, Cacodemons) | 23 Teleport (to 20) |
| 3 Teleport (to 29) | 24 Red Skull Key |
| 4 Blue Security Doors (2) | 25 Switch |
| 5 Blue Skull Key | 26 Teleport (to 9) |
| 6 Switch (raises 22) | 27 Yellow Security Doors (two) |
| 7 Switch (opens 21) | 28 Switch (raises 30) |
| 8 Monster Pen (blue armor vest) | 29 Teleport (to 3) |
| 9 Teleport (to 26) | 30 Hidden Bridge (use 28) |
| 10 Teleport (to 34) | 31 Rad Suit |
| 11 Switch (lowers 12) | 32 Teleport (to 33) |
| 12 Wall (use 11) | 33 Teleport (to 32) |
| 13 Switch (raises 14) | 34 Teleport (to 10) |
| 14 Hidden Bridge (use 13) | 35 Teleport (to 15) |
| 15 Teleport (to 35) | 36 Plasma Gun |
| 16 Rad Suits (four) | 37 Teleport (to 38) |
| 17 Rocket Box | 38 Teleport (to 37) |
| 18 BFG 9000 | 39 Switch (raises 40) |
| 19 Teleport (to 20) | 40 Hidden Bridge (use 39) |
| 20 Teleport (incoming only) | 41 Yellow Skull Key |
| 21 Star Room (Soul Sphere, rocket launcher) | 42 Switch (raises 43) |
| | 43 Hidden Bridge (use 42) |
| | 44 Exit Room |

E3M8: DIS

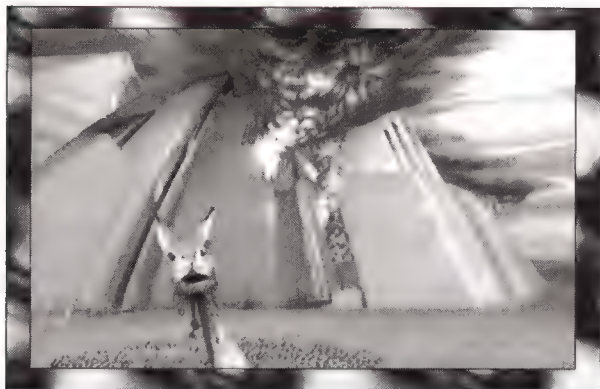


There are absolutely no secrets to this level. All you do is step out into the arena . . .

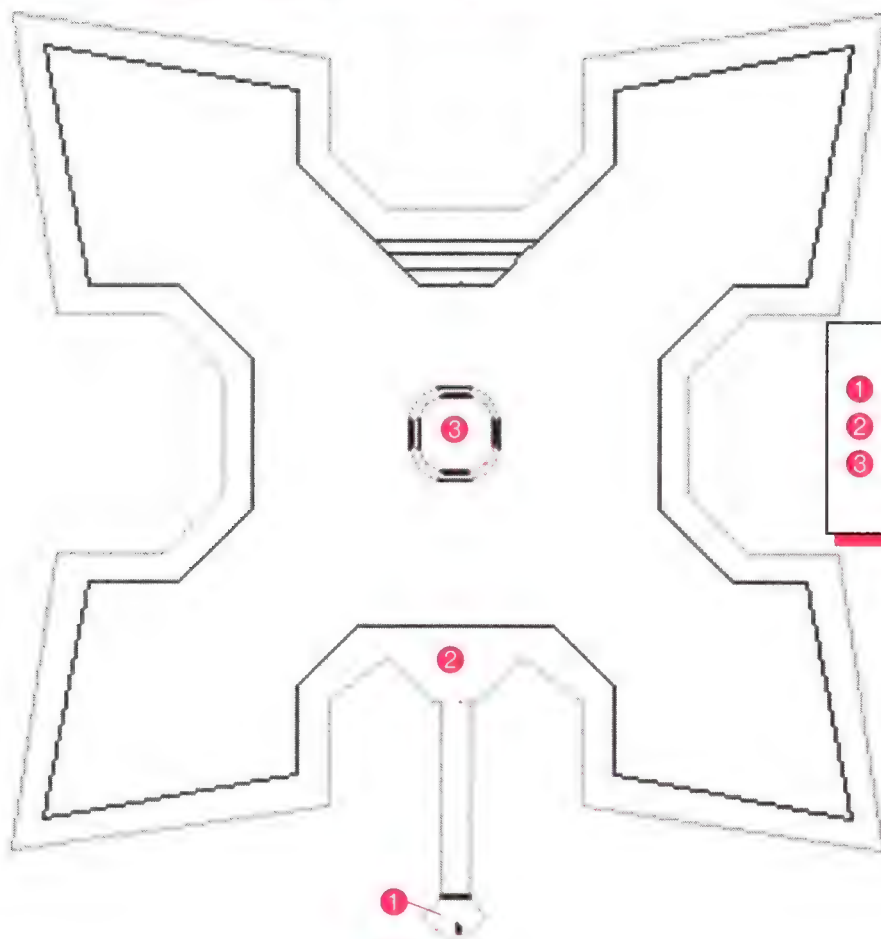
. . . and go heads-up with the Spider-Demon Lord. If you run low on rockets, there are a lot of spares lining the ledges, as well as a few energy cell packs. You can also find plasma guns (2, 3) and a blue armor vest (3).



- ★ **Combat Strategy Tip:** Don't waste ammunition on the Baron of Hell and the Cacodemons floating around. Just keep moving so they won't hit you, and focus your firepower on the Spider-Demon—because when he goes down, it's all over, baby.



Good shooting!
But, was it worth it?

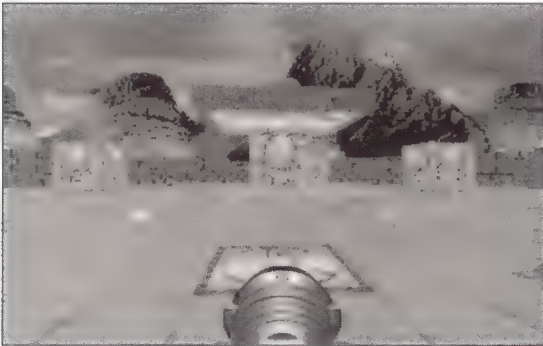


E3M8: Dis

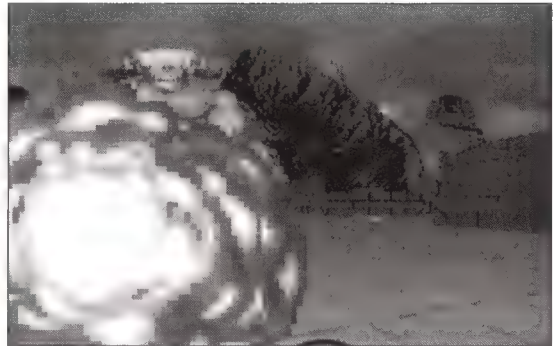
- ① Start
- ② Plasma Gun
- ③ Plasma Gun, Blue Armor Vest

E3M9: WARRENS

This level begins exactly the same as Hell Keep (Level E3M1), then adds some grisly new areas. Refer to the pertinent sections from the Hell Keep section to get to the Exit teleport, then begin the new stuff below.



When you step on the Exit teleport (1) this time, you don't exit. Instead, you trigger open walls, revealing the courtyard surrounding you. (You also trigger open a lot of other areas, but don't worry about them yet.)



Grab as many rocket boxes as you can, because . . . yes . . . he's ba-a-a-ack! The Cyber-Demon Lord, in the flesh (or whatever).



★ **Combat Strategy Tip:** Run screaming to the far north corner (3), where you'll get a very handy Invulnerability Artifact to give you a boost in the battle. (Grab the blue Skull Key while you're there, too.) There's also a Soul Sphere (4) and a Blur Artifact (12) nearby.

After you put down the Cyber-Demon, go back into the antechamber and lay waste to the Cacodemons.



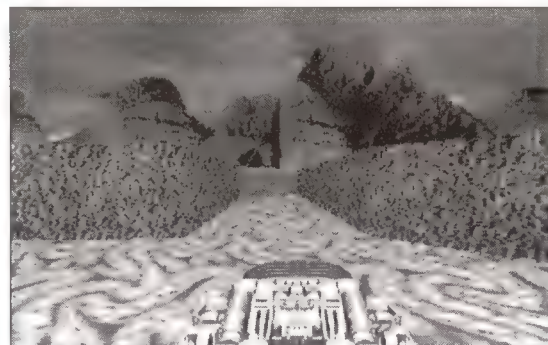
Now go back one more room to face this angry Baron of Hell (6). If the going gets tough, sprint east into the newly opened chamber of red slime to the Berserk Pack. You'll also find a chaingun and a Rad Suit. Exit to the south and follow the narrow corridor back to the next newly opened area.

Welcome to Spectre City. Kill the beasts, then head over to that interesting switch (8) to the north. Flipping it lowers the ledge and gives access to a nice, neat line of goodies, including another Invulnerability Artifact and a chainsaw.

Continue working your way back south to the Start area. In the next room you'll meet a trio of Cacodemons freshly released from their pen (9), which also contains a plasma gun.



Back in the southwest slime lake you'll find the BFG 9000 (10). Now head out to the courtyard where you started.



Head down this passage in the east wall (13) to be teleported into one of the most hideous experiences of your life—the dreaded Warrens (16) themselves, a sordid bunkhouse for beasts of all ilk.



Note that you've arrived silently; those three stupid Cacodemons don't know you're here yet. One good BFG blast will announce your arrival in grand fashion, and also wake up dozens of mutant Marines dozing in the Warrens.

Sprint east from your arrival spot (16) to the red Skull Key (14), then battle the Baron that appears.

☆ **Tip:** Sprinting away eliminates a lot of combat, since the bunkhouse Marines will end up killing each other off.

After wasting the first Baron, grab the energy cell pack to reload your BFG 9000, then use it on the three—that's right, three—Barons (15) who appear next. Grab that Soul Sphere right away. You'll need it.

Now clean up whatever's left in the Warrens and head back to the entrance of Hell Keep.



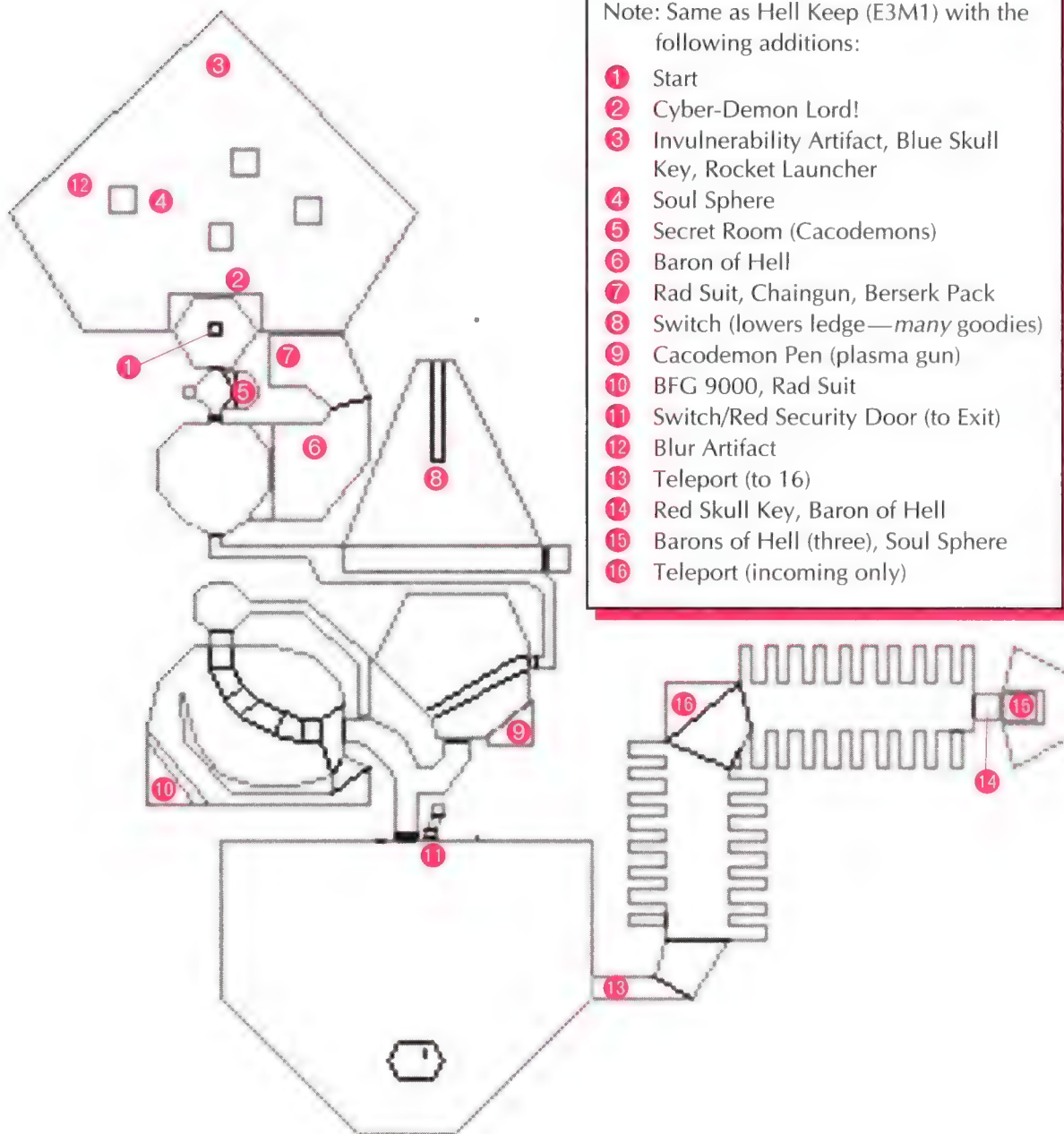
The skull switch just east of the entrance is now a red Security Door (11). Go through to find the Exit teleport.



E3M9: Warrens

Note: Same as Hell Keep (E3M1) with the following additions:

- 1 Start
- 2 Cyber-Demon Lord!
- 3 Invulnerability Artifact, Blue Skull Key, Rocket Launcher
- 4 Soul Sphere
- 5 Secret Room (Cacodemons)
- 6 Baron of Hell
- 7 Rad Suit, Chaingun, Berserk Pack
- 8 Switch (lowers ledge—*many* goodies)
- 9 Cacodemon Pen (plasma gun)
- 10 BFG 9000, Rad Suit
- 11 Switch/Red Security Door (to Exit)
- 12 Blur Artifact
- 13 Teleport (to 16)
- 14 Red Skull Key, Baron of Hell
- 15 Barons of Hell (three), Soul Sphere
- 16 Teleport (incoming only)





THY FLESH CONSUMED

E4M1: HELL BENEATH

Are you ready? OK, let's go!

This first level, Hell Beneath, is not too tough, and you can finish it in short order. If you're into finding all the secrets, however, watch out! You'll also find enough Barons to make your pulse pound!

You start innocently enough (1), looking out over a nukage





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pool with a shotgun (and ammo) there for the taking. If you don't already have one, get it and then back up to let the Sergeants attack single-file around the left corner of the opening.



Go down the left path around the nukage pit and past the closed door. Carefully climb the steps and blast the Imps waiting near the green flames to the right.



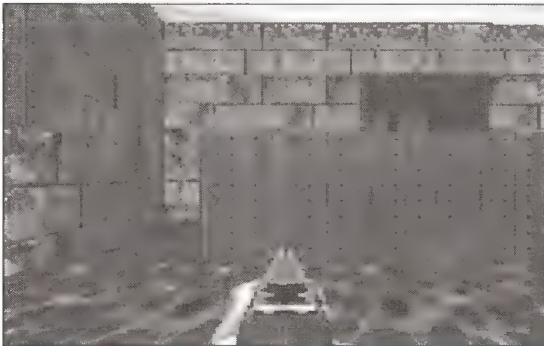
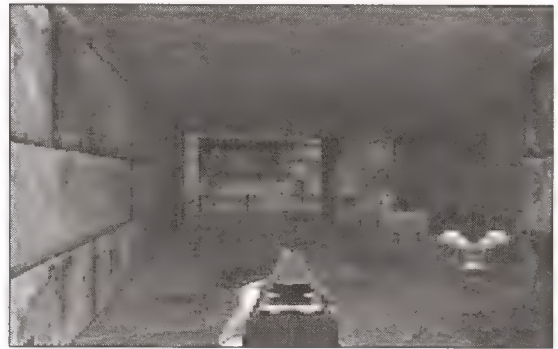
Along the back wall of the room is a treasure trove of helmets (2) to up your armor. Pick them up if your armor is already at 100 percent. Otherwise, wait until you get armor a little later. At each end of the room is a gargoyle switch (3); press the switch in the far end to open the door along the nukage pit. The other switch sets a booby trap behind the red door; it can kill you if you get too curious.

EPISODE 4 THY FLESH CONSUMED



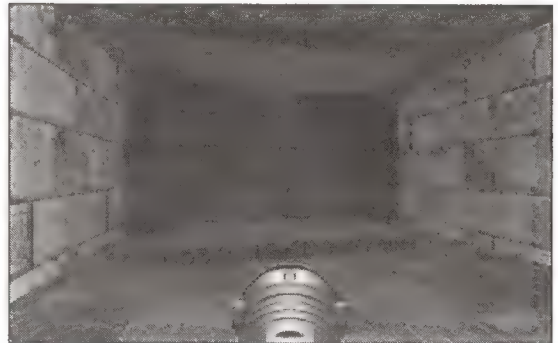
Opening the door (4) releases a gaggle of Spectres who will immediately come after you. Be ready to blast them on the walkway around the pit.

Go around the pit to the open door. Knock off the baddies at the far end (5) and pick up the green armor and Medikits on the right (6).



Ready to pick up some heavier firepower? Leave the corridor and jump into the nukage pit to the right of the open door (7). Then push on the wall.

A secret door opens and you get a rocket launcher and rockets (8). Get them all, then turn and push the left wall to open a Secret Room (9) with two teleportation pads.



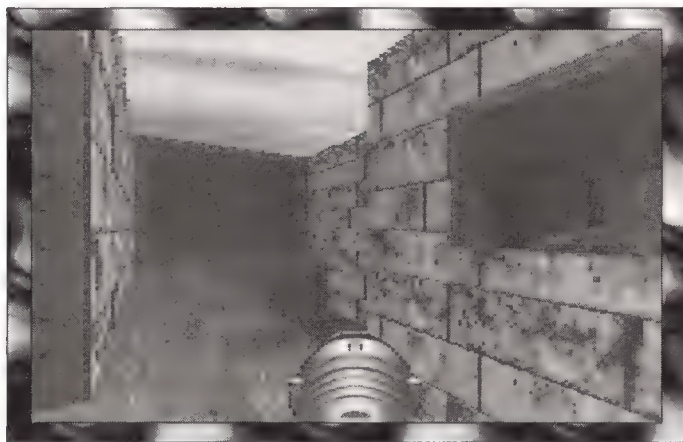


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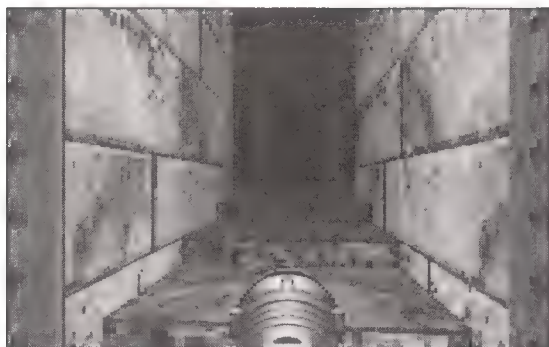
The left pad takes you to the niche above the walkway to the north-east (10), and the right pad takes you to the niche to the northwest (11). You can pick up shotgun shells, Medikits, and green armor in the niches.



Travel Tip: Instead of the teleportation pads, you can go back out of the hidden room onto the loading dock and push the right wall to raise the elevator.



Walk back through the tunnel to the nukage moat (12). Turn left and blast the Imp and Sergeants visible through the grid (13) at the end. Watch for other Imps, Sergeants, and Spectres who will attack from all directions, both in and out of the moat.



Jump over the nukage moat and charge up the stairs in front of you, picking up the chaingun (14).



Continue straight, blasting Imps and Sergeants, until you reach the room at the end. To the left is the red skull (15); pick it up and then go to the right wall just past the corridor opening (16).

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Push the wall section to open a door onto the walkway, then go back to the red door (17) adjacent to the nukage pit. Watch for assorted Imps and Sergeants who will have teleported to the walkways while you were getting the red skull.

Open the red door and proceed with caution. There are a number of Imps who may come out to attack or just stay in ambush.



Go to the left wall and walk down the narrow path next to the torch (18). Turn right at the end; this is where the Imps hang out, so if they haven't attacked yet, watch out!



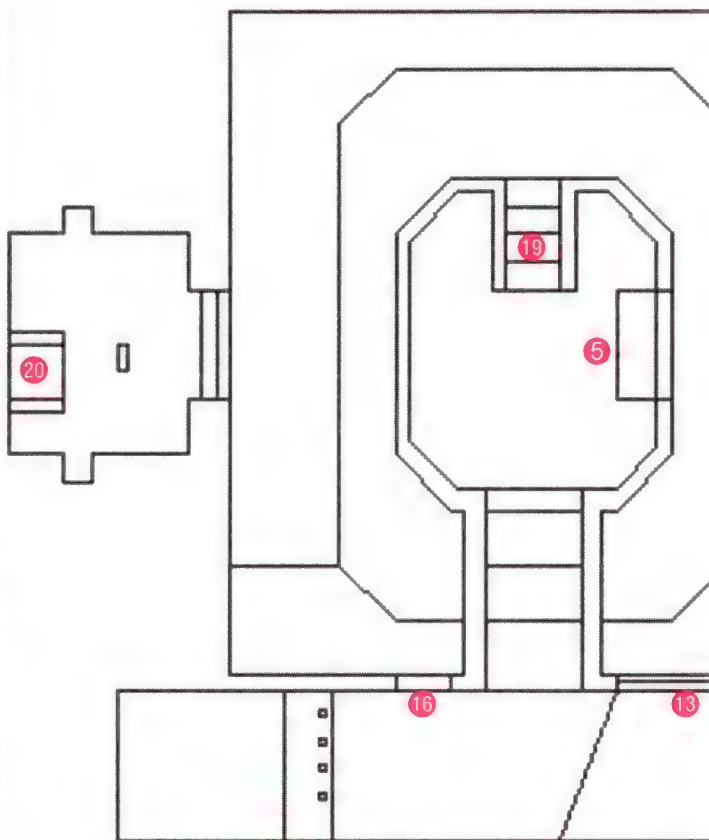
PART TWO DOOM SURVIVAL GUIDE



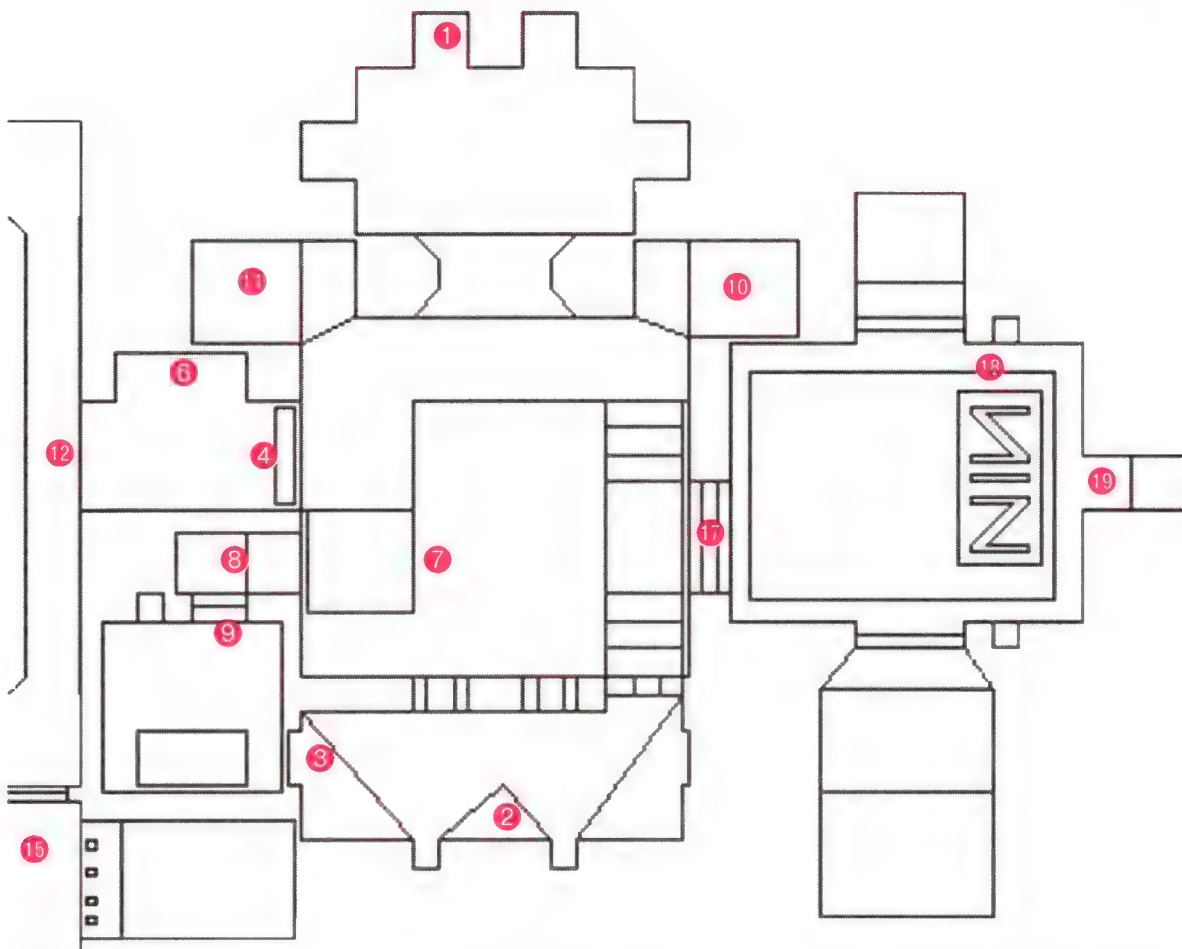
In the middle of the narrow corridor (19) is a niche to the left. In it is the blue skull. . .and an Imp. Blast the Imp and grab the skull.



Retrace your path back to the nukage moat. Go to the right around the walkway until you come to the blue door. Open it and the exit is right there in the room (20). You're done!



EPISODE 4 THY FLESH CONSUMED



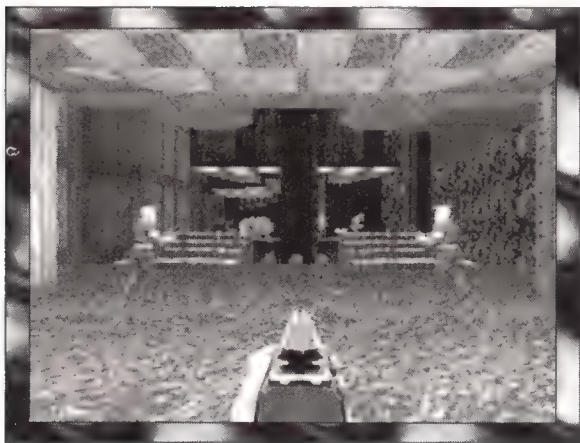
E4M1:

- | | | |
|----------------------------------|----------------------|----------------------|
| 1 Start | 7 Secret Door Switch | 14 Chaingun |
| 2 Spiritual Armor (Not Helmets!) | 8 Rocket Launcher | 15 Red Skull Key |
| 3 Gargoyle Switch | 9 Secret Door | 16 Hidden Door |
| 4 Door | 10 Niche | 17 Red Security Door |
| 5 Sergeants and Imps | 11 Niche | 18 Torch |
| 6 Green Armor | 12 Nukage Moat | 19 Narrow Corridor |
| | 13 Grid | 20 Exit |



E4M2: PERFECT HATRED

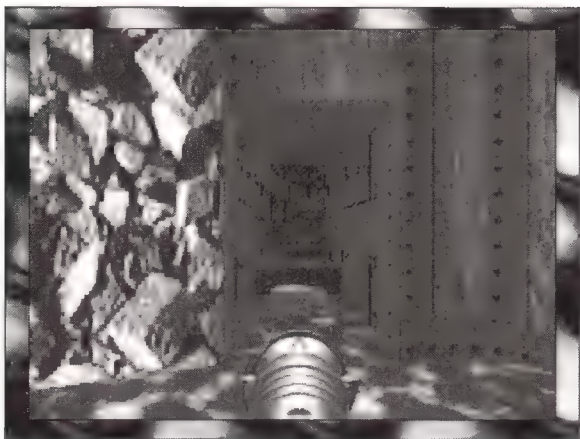
The first level, Hell Beneath, was a cakewalk compared to Perfect Hatred! Here's where the Doom folks test your mettle. This level has everything but spiders, including plenty of twists, turns, climbs, jumps, and sudden stops. Load up your weaponry—here we go.

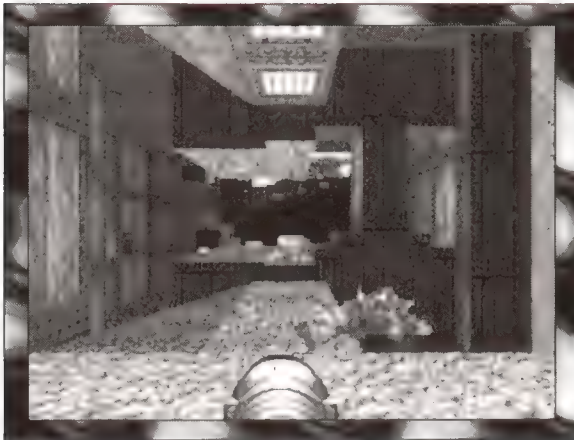


You start behind two Sergeants, facing a horde of Imps and Cacodemons. Don't be too quick to kill the Sergeants; let them take the brunt of the initial attack from afar. Then it's fire, dodge, and weave to decimate the rest of the horde; a rocket launcher works pretty well at these distances.

Right in front of you are two sets of stairs (1) and (2) that lead nowhere; one step too far on either and it's into a large pool of hellslime for you! To get anywhere, you must run up the stairs (using the **[Shift]** key), leap across the hellslime, and land on the next island. But be sure to stop quickly, or it's—you got it—the hellslime again.

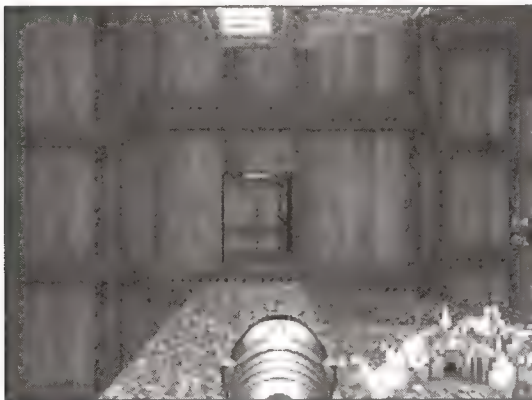
★ **Travel Tip:** You might as well clear up how to get back out of the hellslime right now, 'cuz you're absolutely gonna take a bath in it before you're done—probably several! While standing in the slime, look below the stairs and to their left; you'll see a tunnel (3) that takes you back up to your starting point.



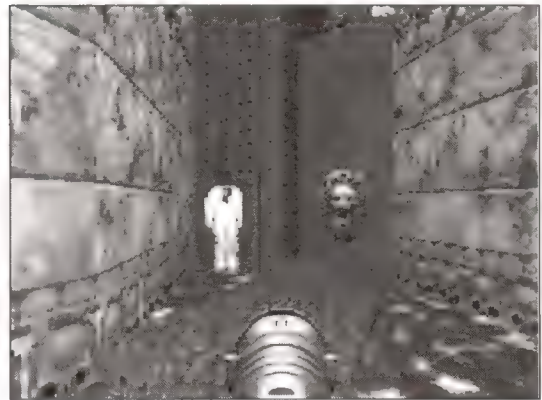


The tunnel is also full of goodies you'll need at various times in this level, but the first time you use it, cool it—you'll pop right out into a roomful of Imps behind where you started!

To jump the slime, move over to the left side of the starting area and run up the stairs. If you do it right, you'll clear the slime; just remember to stop in time!



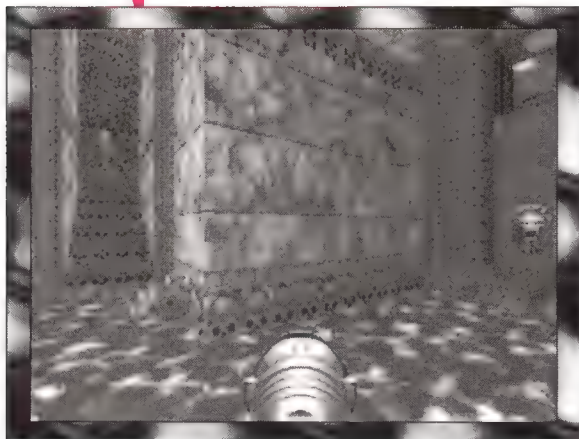
To your right is a satyr switch (4). Push it to open the door directly behind it (5) across the narrow slime channel. Watch out for Sergeants and Imps through the door who will try to knock you off the island into the hellslime. Knock them off instead!



Now jump across the slime through the newly opened door. You might be able to stay on the ledge, but there's no place to go from there for now anyway, so just take the slimefall. Once you're in the slime, you'll see a Radiation Suit and a lion switch (7).



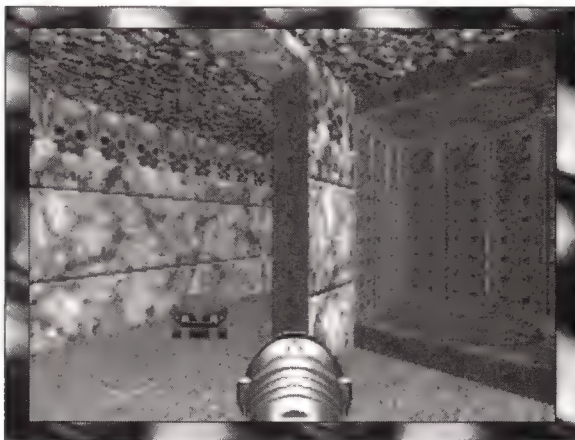
PART TWO DOOM SURVIVAL GUIDE



Grab the Rad Suit and push on the wall behind it to open a passageway back to the left of the suit location. Do not press the lion switch now (more on this later).

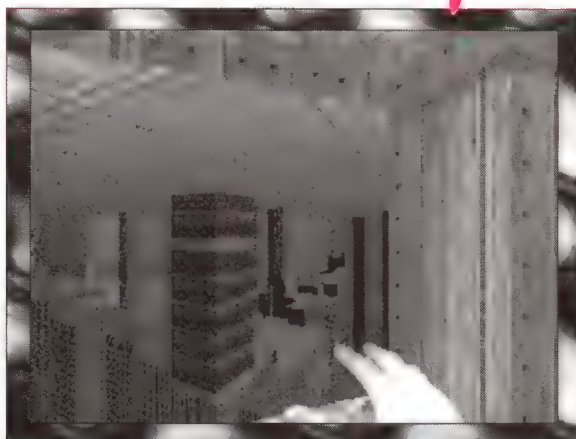
Climb out of the hellslime up the stairs. You'll take on Sergeants, Imps, and at least one surly Baron in a room

to your left. After the battle, harvest the ammo, energy, potions, Medikits, and so on, and then grab the three potions in the hall leading to the teleportation pad; don't use the pad from this side—it takes you back to the start. Instead, just before the pad, push on the left wall (8) to reveal a Secret Room with a Berserk Pack (10) and an energy cell pack.



Go to the far end of this Secret Room and push on the right wall (9). You'll go back into the hallway where the teleportation pad is, but on the other side from where you were. Use the pad to teleport to an armory (11) with blue armor and a case of rockets. This is a good spot from which to snipe away at the Demons across the way. There's usually at least four or five milling about in easy range.

The only way out of the armory is to jump. If you're good, you can jump back onto the middle island, and from there make the jump back to the first island. Miss that first jump and it's hell-slime for breakfast. Aim just to the right of the blue pillar and use the **[Shift]** key to run faster.



Pick up any ammo you need on this island and then jump back to the first. Then jump once more through the door opposite the satyr switch into the hell-slime. Now for a tricky bit (save the game before you try this). Stand close to and facing the lion switch, hold down the **[Shift]** key, then press the **[Spacebar]** and run backwards across the slime as fast as you can. The switch causes a

walkway to rise around the pool; time it right and make it onto the walkway as it rises!

Now move around to your left on the walkway, get your heavy artillery ready, and jump the small gap. As you move into the room, a door opens at the back and a Baron emerges. There's a plasma gun (12) ahead of you that you can grab if you need it.

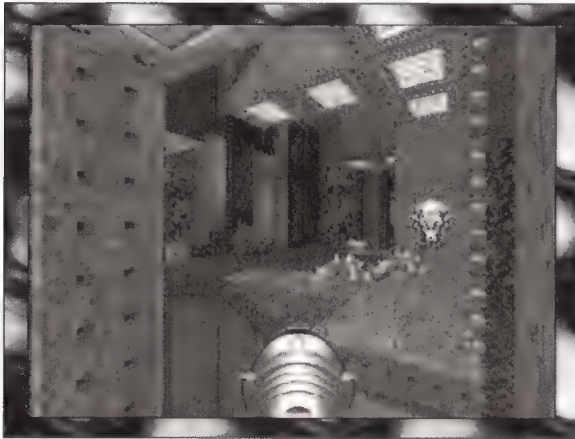




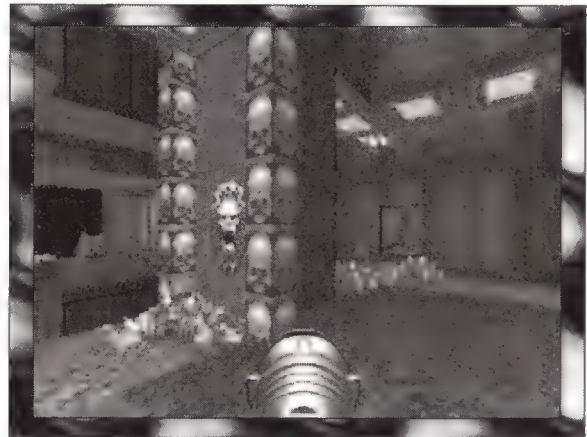
PART TWO DOOM SURVIVAL GUIDE

At the same time that the Baron's door opens (14), another door lifts across the slime pool, releasing several more Barons. They sit across the pool and whale away at you. Concentrate on the close-in enemy, dodging if you can the bolts from across the pool. Once you've beaten your up-close-and-personal Baron buddy, grab the skull and some more energy cells. You can then either subdue the other two in a medium-range duel or just jump in the slime to escape up the stairs—you don't need to defeat the two grouchy Barons to conquer the level.

If you do whip them, however, you can go around the walkway into their pen, and push on the left end wall to reveal a skull switch (15). Press this to make the islands in the main slime pit merge into one easier-to-jump-onto big island (Hawaii Hell?)(16).



Your goal now is to get to the opposite side of the satyr switch pillar on the first island. If you merged the islands, it's easy to jump from the walkway through the door to the island and then walk to the lion switch (17) marked by the yellow skulls.



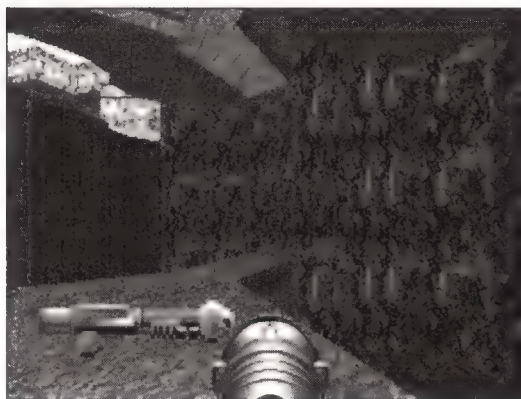
- ★ **Note:** If you didn't merge the islands, get back to the start using the teleportation pad off the slime pool and then jump to the island using the right stairs. We'll assume from now on that you merged the islands.

EPISODE 4 THY FLESH CONSUMED

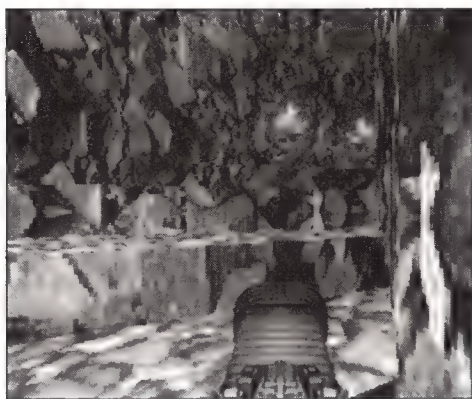
21



Press the lion switch and get ready to battle four Lost Souls emerging from a pen (18) to your immediate right. If you're on at least Hurt Me Plenty level of difficulty, there's also one or more Barons to plague you.



Zap them all and then head over where their pen was. You'll see a stub of island (19) sticking out toward an opening in the rock wall. Jump through the opening, watching for Cacodemons. (If you should happen to fall in the hellslime again, there's a Soul Sphere (20) in the area between the two northerly arms of the island.)



In this rocky area, which leads to the blue skull, it's hard to get lost—just keep going to where the action is. There is, however, a wealth of Spectres and a gaggle of Cacodemons. You can pick up a chainsaw (21) against the right wall just after the first big step. It makes Spectre-fighting fun (or you can choose Berserk mode), but a long-distance weapon is better for Cacodemons. Trade off as the need arises.

All paths here lead to a set of stone steps. Up the steps is a room (22) with a flock of Lost Souls. Climb the steps cautiously to lure them out one or two at a time, then blast them.

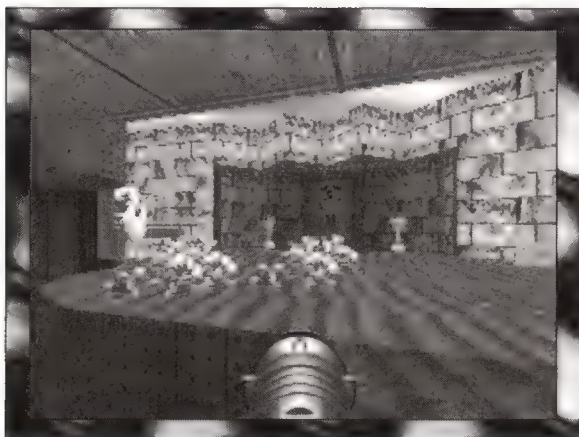


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At the top of the stairs is a room with a teleportation pad (23) and another room to the left; that's the lair of a Baron—and the blue skull (24). After you make beef of the Baron, take the skull and use the teleportation pad to return to the starting point.

★ **Tip:** You may be able to lure the Baron onto the pad; if you do you can wait to fight him at your leisure. Of course, that means that you have to be on your guard at all times, but this is Doom after all!

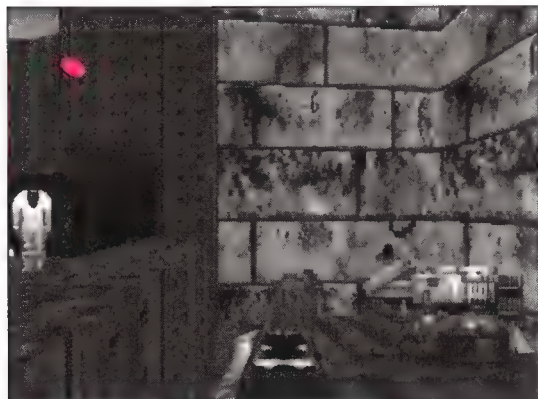
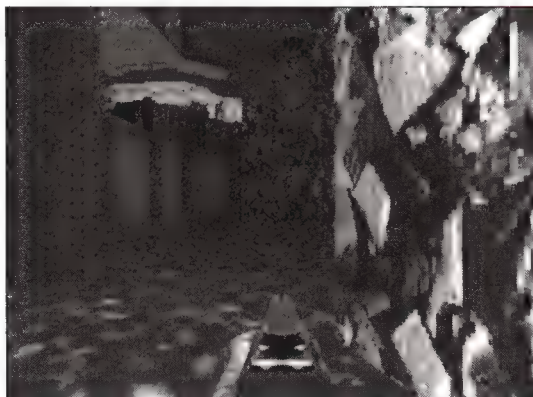


Jump to the island once more and gather up any energy and ammo you need, then climb the steep stairs (25) to the blue skull column (26). Push the column to raise it and climb the rest of the way. You'll see a gravel area (27), which should be littered with the bodies of the Demons you sniped off earlier.

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To the left behind the Rad Suit is a Cyber-Demon (28) chomping at the bit to get at you; don't worry about him, however. No, really! Straight ahead is a door (29) into the room (30) that contains the Exit Door. Unfortunately, it also contains eight Cacodemons! Sprint to the door to open it, then sprint back and grab the Rad Suit to your left, then jump off the gravelly area. The Cyber-Demon can't get at you, and won't be able to track your movements fast enough. With the Rad Suit, you can enjoy a mild swim in the slime back to the starting point, blasting Cacodemons as you go, of course.



Return to the start and jump back to the island. Entering the gravel area opens up a teleportation pad (31) at the top of the short flight of stairs near the steep steps. Use the pad and you'll land on the Cyber-Demon and kill him instantly! Claim the BFG 9000 (32) lying in his lair and save the game.

You have a decision to make. You can go on to the next level or play the bonus level. Push on the low wall (33) surrounding the Cyber-Demon's corpse and it will let you out. To exit the level, go to the room to your left and press the lion switch to exit the level.

You can only reach the bonus level—Fear—from here. Here's how to do it:

Line yourself up at an angle facing the remaining Rad Suit. Once again, hold down **[Shift]**, press the **[Spacebar]** to lower the ledge and run



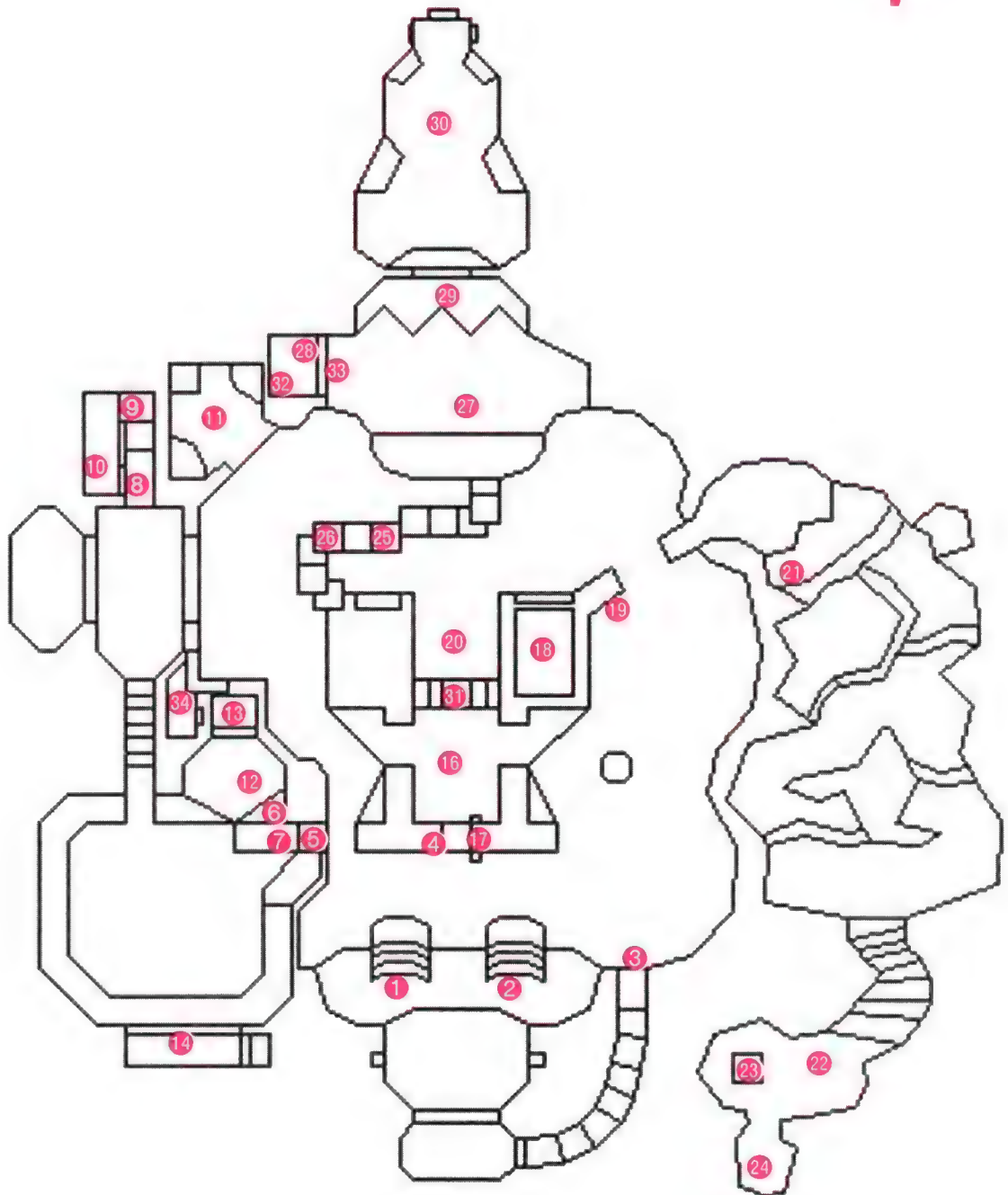
like hell off the edge into the hellslime. Make sure that you stay to the far right; the door the bonus switch (34) is at the surface of the slime below and to the left of the armory. It's in the corner where the two walls come together at a right angle, and only stays open for three seconds. Practice, practice, practice!

Once inside, press the gargoye switch to go to the bonus level. You've sure done some damage here!

E4M2: Perfect Hatred

- 1 Stairs
- 2 Stairs
- 3 Tunnel
- 4 Satyr Switch
- 5 Door (opened by Satyr Switch)
- 6 Rad Suit
- 7 Lion Switch
- 8 Door to Secret Room
- 9 Door from Secret Room
- 10 Berserk Pack
- 11 Armory
- 12 Plasma Gun
- 13 Yellow Skull
- 14 Door to Baron Pen
- 15 Skull Switch
- 16 Rising Area
- 17 Lion Switch
- 18 Lost Souls Pen
- 19 Stub to Jump from
- 20 Soul Sphere
- 21 Chainsaw
- 22 Lost Souls
- 23 Teleportation Pad
- 24 Blue Skull
- 25 Steep Stairs
- 26 Blue Skull Column
- 27 Gravel Area
- 28 Cyber-Demon
- 29 Door to Exit Room
- 30 Exit Room
- 31 Teleportation Pad
- 32 BFG 9000
- 33 Low Wall
- 34 Door to Bonus Level Switch

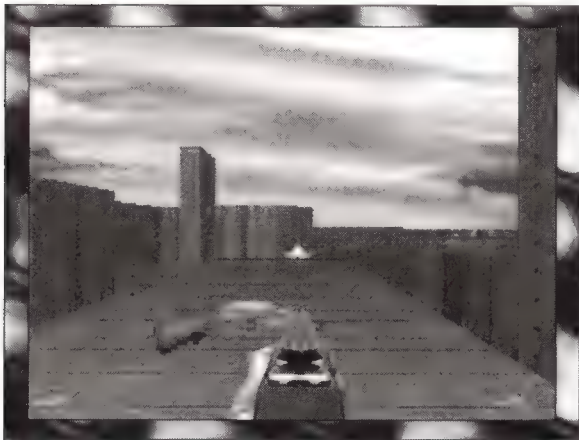
EPISODE 4 THY FLESH CONSUMED





E4M3: SEVER THE WICKED

Sever the Wicked has half again as many monsters as Perfect Hatred, but there are fewer real toughies—just a lot of ground to cover. And there are enough monsters with natural antagonisms that, if you're careful, they'll kill each other off and leave fewer for you to contend with. Sever the Wicked also offers you the chance to practice your urban combat as you move through a maze of intersecting passageways that offer both you and your enemies numerous ambush opportunities.

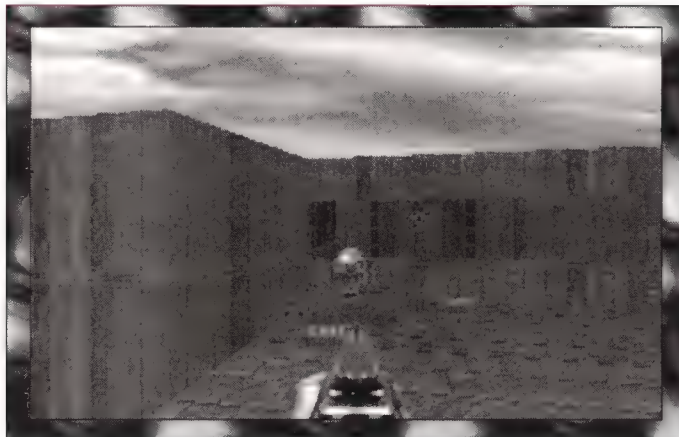


You start on an exposed platform with a great view at the top of the world. Unfortunately, everyone else can also see you—and they want you dead.

Start out by blasting any baddies that may have decided to camp in front of you, then make a quick 360 to get the lay of the land. Take a few steps forward, picking up the shotgun and shells, and then press the skull switch on the left (1) to raise a section of platform (2) behind you.



EPISODE 4 THY FLESH CONSUMED



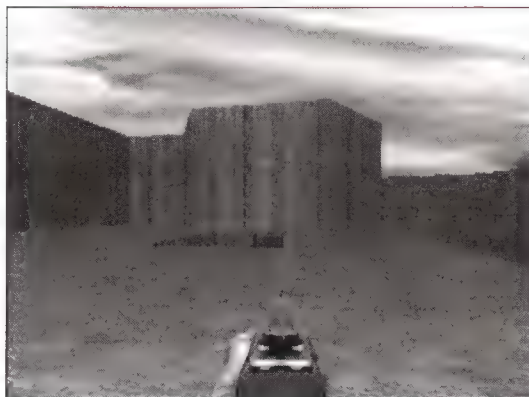
Now return past your starting point. There are a few baddies off to your left, but nothing you can't handle. Go all the way down to the end of the platform and pick up the ammo and shotgun shells you need along the way; there's more on a stub off to the right. Take a deep breath, grab the Invulnerability Artifact (3) and jump off the platform. You have thirty seconds to run around on the roof and blast everything that moves. Take a look at the map before you take the artifact; there's a host of bad guys up in the Exit Room (4), in particular, who will try to blast you as you run around on the roof and dispatch their brethren. There are ammo and rockets by the box all over the roof, so you can load up as you need.



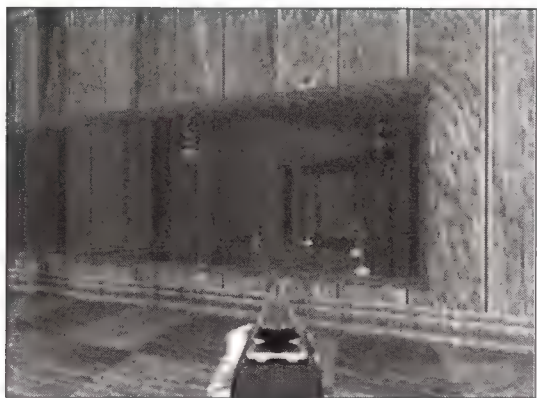
To get a backpack to carry more (and a Blur Artifact and Berserk Pack to boot), go to the elevator on the south side of your starting platform (5), ride it up, and then drop down off the platform on the opposite side (6). Pick up the backpack, Berserk Pack, and Blur Artifact.



The only way off the ledge is down—into the slime. If you're on higher skill levels, you'll find that the slime is bad enough, but the monsters wading in it are even worse. Drop off into the slime, then turn around immediately and press the lion switch to lower the elevator to your left and slightly behind you. Ride the elevator back up to the roof area.



Now make your way around the roof to the stairway into the building (7). It's over toward the west. Peek down the stairs and watch the fight between the Imps and Sergeants; as soon as it's died down a bit (literally), blast everything downstairs that's still alive.



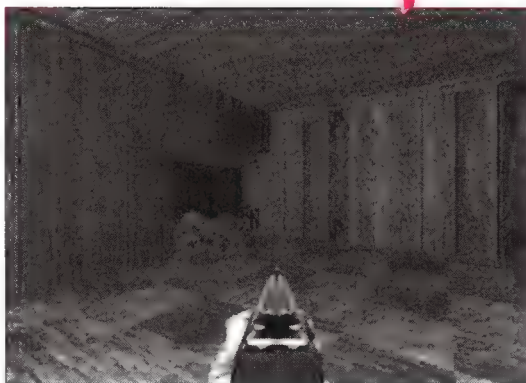
Go downstairs; in the wall in front of you is a broad window that looks down on another smaller room (8) where more monsters are ready to do pitched battle against each other if you'll just start them off. Lob a few rounds in and step back; then finish off what remains—you'll be in this room a bit later and it's good to clean it up now.

EPISODE 4 THY FLESH CONSUMED



To your left are two sets of stairs, one going up and the other down. For now, take the left stairs going up. In the L-shaped room at the top of the stairs are two doors, one leading to a secret treasure trove of goodies. As you come off the stairs, turn left; it's at the end of the left wall in the corner.

Push on the wall and then blast the gaggle of Imps hiding in the room. Once they're down, you can go in the Secret Room (9), pick up a second backpack in the corner, a stimpack, blue armor, a chainsaw, and lots of ammo.

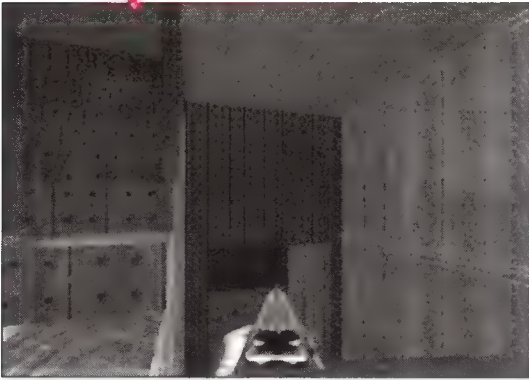


Warning: There is a tripwire that opens the Secret Door when you approach the other door. This can result in the nasty situation of Imps attacking your back while you fight the rest of the monsters in front of you. Be sure to open the Secret Door first!

The second door is the end wall at the other end of the hall. It opens onto a large room with the red Skull Key (10) on a large pedestal in the center. Depending upon your skill level, you may also find a Baron of Hell, a Cacodemon, and many, many Imps and Sergeants to give you a good battle. They'll attack the second the door opens, so be ready.

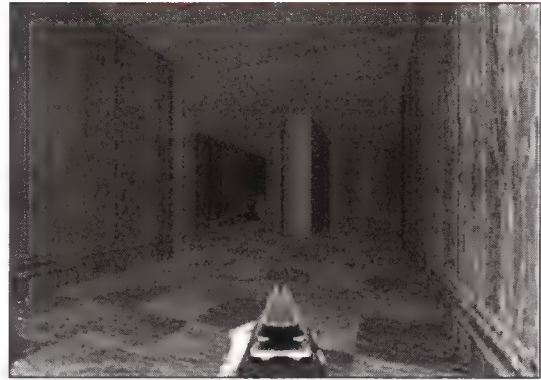
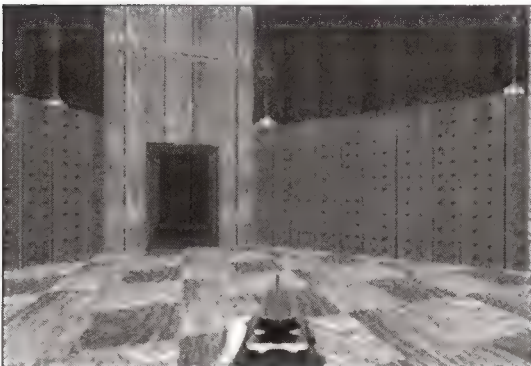


Combat Strategy Tactic: If you are on skill level 4 or 5, try using the Cacodemon as a shield from the Baron of Hell. When the Cacodemon returns fire, this will provoke a battle between the two and you will be forgotten. After the Baron toasts the Cacodemon, you can chip away at him from afar. Since the Baron is stuck on the pedestal, you should have little trouble.



Once you've cleared the room and picked up all the shotgun shells and so forth, fight your way up the stairs to the left of the door and down the hall to get the plasma gun at the end (11), then return to the L-shaped room. Now go back down the stairs and take the other set of stairs down to your left.

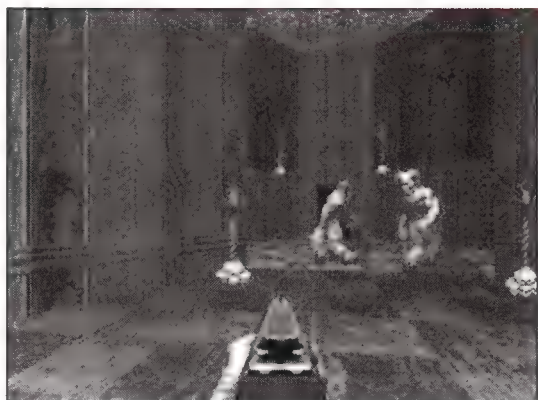
★ **Travel Tip:** The passageways in this section all connect, providing many sites from which to ambush the monsters. Use the fire, duck, and run technique.



Here's the place where you'll really sharpen your urban guerrilla warfare skills. If you're on skill level 4 or 5, you will shortly be fighting Barons of Hell in these corridors.



Go down the passageways, clearing them of Imps, Sergeants, and Spectres as you go. You will reach a room with blue torches all around and an elevator at the back (12). The elevator lowers with a touch to reveal a teleport terminal room straight ahead guarded by a Spectre and moving platforms on both sides.



What you don't see from the passageway, however, are two small rooms on either side of the opening that conceal a nasty for you to deal with. On skill levels 1 and 2, they're Spectres, on level 3, they're Cacodemons, and on levels 4 and 5, they're Barons of Hell; great fun to have at your back! The second you step onto the platform, out they come. Back off fast—real fast.



Now is the time to take advantage of the passageways to decimate your pursuers. Once you've slagged them, return to the elevator and clean out the monsters' lairs; all four side rooms are full of goodies. The room on the right is the one you first saw through the window when you first came down off the roof; if you didn't clean out the monsters then, they'll be waiting for you now. When you're done, choose a heavy weapon and step onto the teleport terminal to be whisked to the room with the switch that lowers the red Skull Key Pedestal (13).



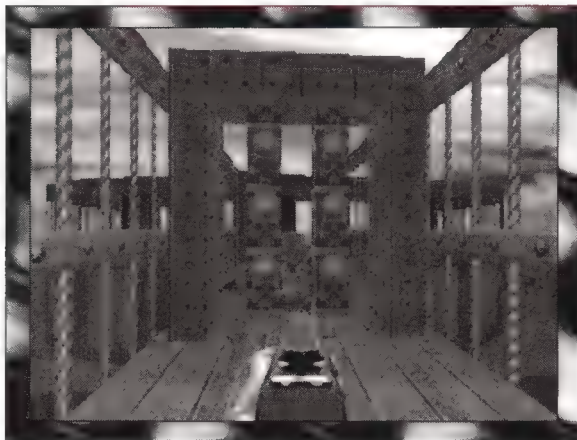
Straight in front of you as you teleport in is another Baron of Hell, supported by a sterling cast of Spectres and Sergeants. The only consolation is that around the room are boxes and boxes of rockets. Press the switch and run across the slime to grab the red Skull Key. Now it's time to collect some stuff. Go to the room marked by two red flamesticks (14).



PART TWO DOOM SURVIVAL GUIDE

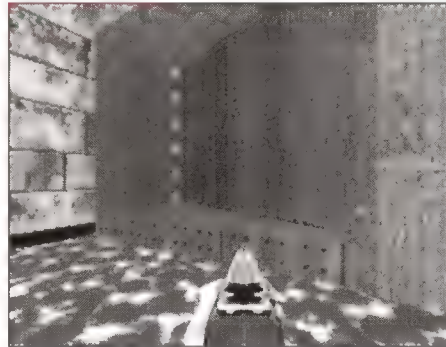
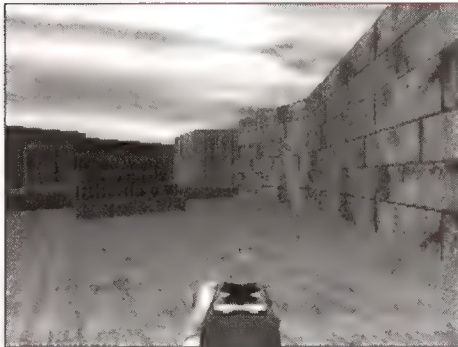
Collect the rocket launcher and rockets and then push the wall to the right as you enter the room. A secret door opens to reveal a staircase up to another treasure trove (15), including a Soul Sphere, Blur Artifact, and more. After loading up, go down the stairs and return to the previous room. Don't worry about the skull switch; it's used to open the door to the room if it closes.

Now press the wall opposite the main opening. Another Secret Door opens onto a passageway that leads to a teleport terminal (16) back to the starting point on the platform above the roof. From here, open the red Security Gate (17) on the walkway to your right. . .

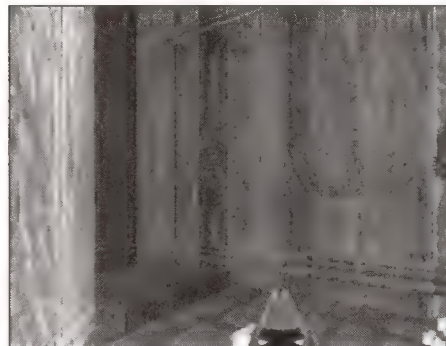
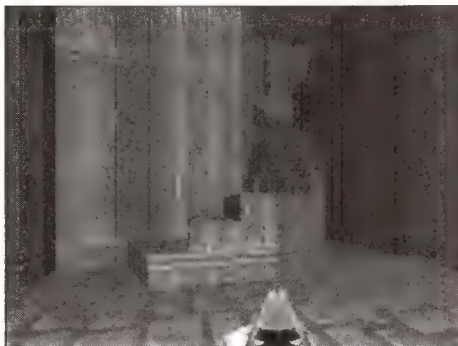


. . . and plunder the platform of everything wonderful, including the blue Skull Key (18).

- ★ **Combat Strategy Tactic:** If there's a Baron of Hell on the platform (skill levels 4 and 5), you may want to attack in a different way. Jump into the slime to the left of the walkway, and exit on the other side using the elevator (19). Watch for monsters in the slime; you don't want to fight a pitched battle while your life is being drained away. When you get out of the slime, go around to the back of the platform and you can safely blast away at the Baron from a distance.

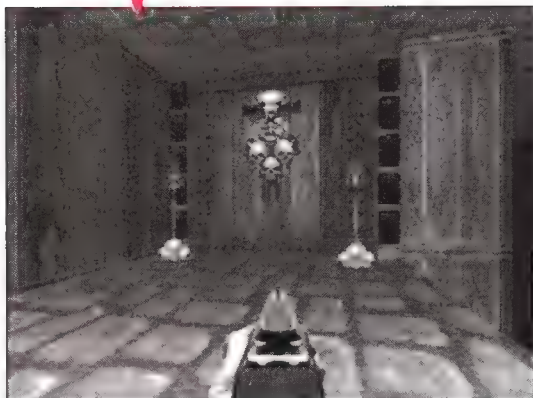


Once the platform is cleared and the blue Skull Key in your possession, it's back in the slime for you—briefly. Return to the roof and go to the far east end (20); that's to the right as you face the platform with the blue Skull Key.



Face away from the slime and back off the roof into it. You'll see a red Security Door in front of you(21); open it and dispatch the Spectre waiting behind. To the left is a curving staircase (22) and behind it going to the right is a teleport terminal that takes you back to the starting point.

☆ **Tip:** Don't use a weapon with a lot of recoil, like the rocket launcher, on these narrow stairs or you'll blast yourself off the stairs onto the teleport terminal. Try the chaingun.



Climb the stairs and make your way around to the blue Security Door.



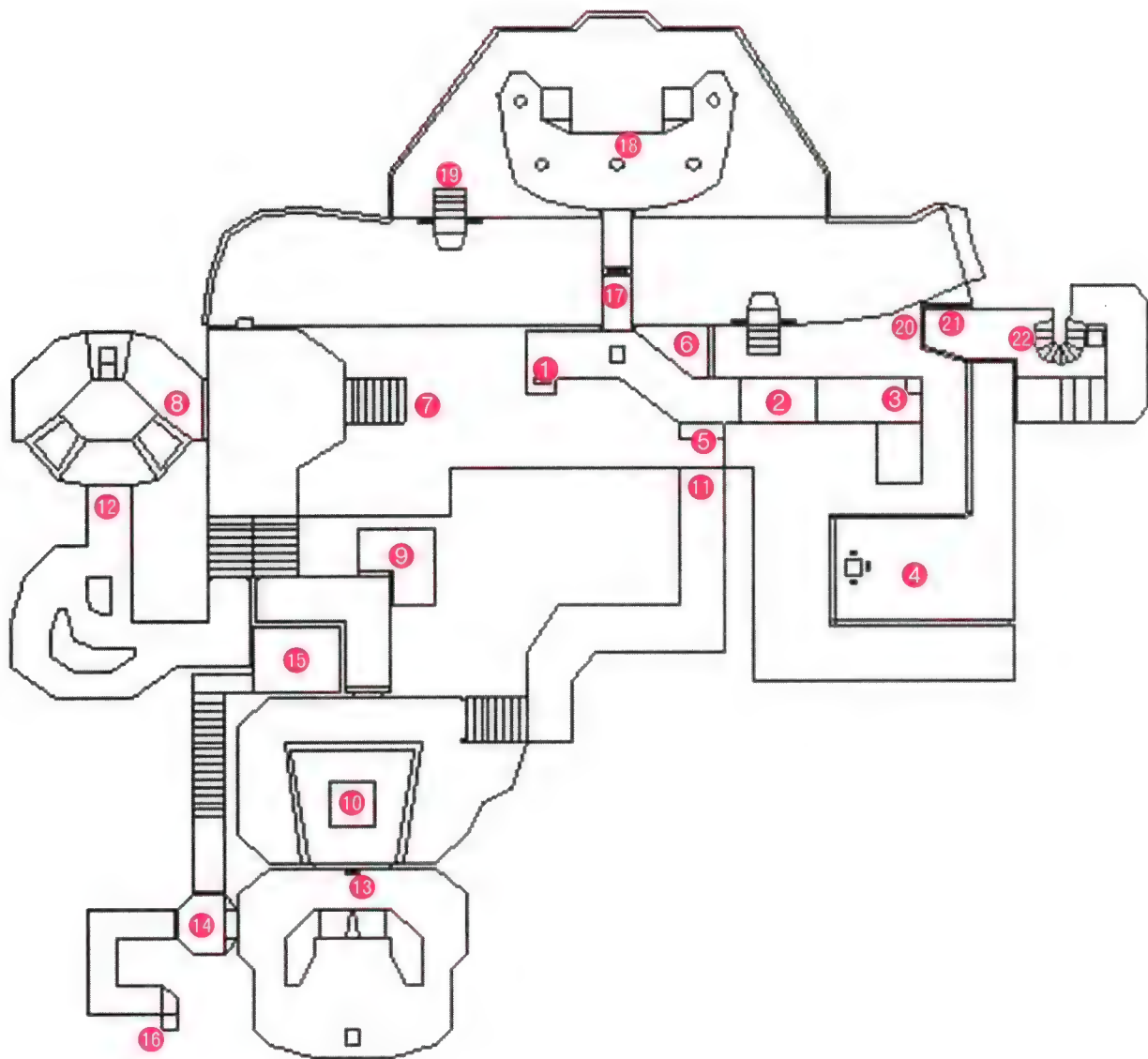
If you took the time earlier to snipe out the monsters who hung around here, you're almost done. Otherwise, you have to fight whatever's still alive. Clean up the Exit Room and you're home free.

E4M1:

- 1 Skull Switch
- 2 Platform Elevator
- 3 Invulnerability Artifact
- 4 Exit Room
- 5 Elevator
- 6 Backpack, Berserk Pack and Blur Artifact
- 7 Stairs
- 8 Battling Monsters
- 9 Secret Room
- 10 Red Skull Key
- 11 Plasma Gun
- 12 Elevator
- 13 Switch to Reach Red Skull Key
- 14 Room with Flamesticks
- 15 Soul Spheres, etc.
- 16 Teleport Terminal
- 17 Red Security Gate
- 18 Blue Skull Key
- 19 Elevator from Slime
- 20 Jump Here
- 21 Red Security Door
- 22 Curving Staircase

EPISODE 4 THY FLESH CONSUMED

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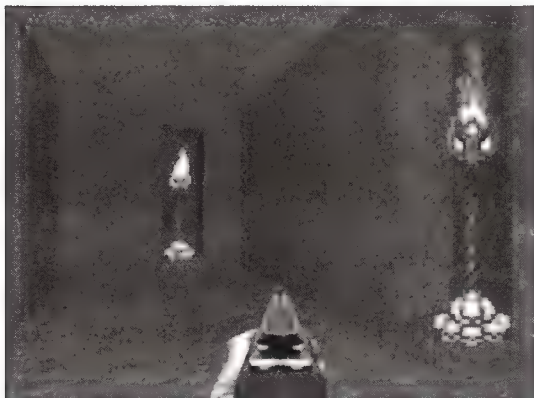
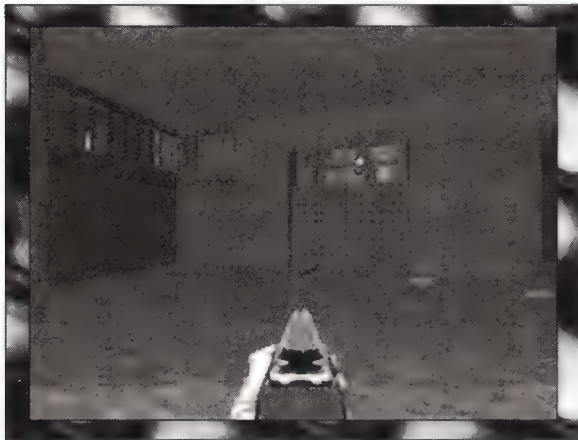
E4M4: UNRULY EVIL

Unruly Evil is an odd level; it doesn't really live up to the standards of the first few levels of Episode Four. There are no Barons of Hell, Spider-Demons, or Cyber-Demons, few teleport terminals or really complex problems.

There are a few tricks you need to know and that's where we come in.

Unruly Evil starts in a room with a single exit, the door straight ahead (1).

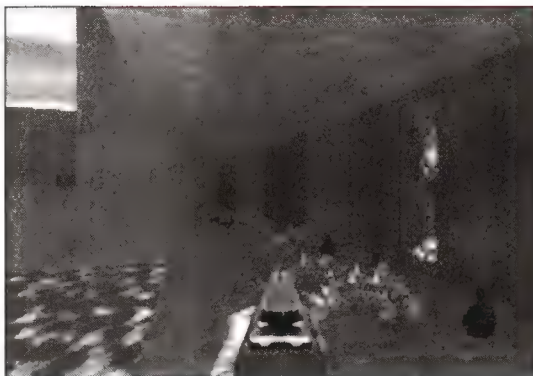
Open the door and there's an elevator (2) straight ahead, galleries of Imps raining fireballs down at you from above, and one or more Spectres coming at you from the right.



Once the room and galleries are cleared, take the elevator up and turn to your left. At the end of the hall is a green torch (3).



When you push the torch, the door to a Secret Room (4) opens to your right. Go through the door to pick up a rocket launcher and rockets. The only way out of the Secret Room is via the teleport terminal, which takes you to a veranda overlooking the central courtyard (5).



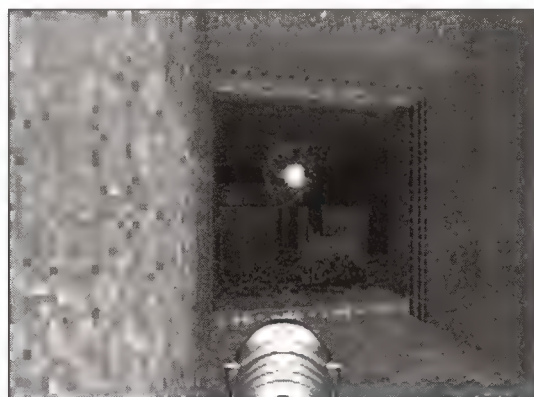
To your right are two hellslime pits (6) and (7). In the middle of the courtyard is a pool of water surrounded by Spiritual Armor (8), and to your left is a red Security Door (9). Clean out the Imps behind the slime pits, grab the Spiritual Armor and then leap over the right-hand pit into the gallery (10).



Pick up the blue potions; you'll cross a tripwire that opens the door to the red Skull Key (13) off the courtyard to the left of the red Security Door. (Wasn't that easy?) To the left of the potions is an elevator that takes you to the courtyard.



Along the gallery, you'll find blue potions and a chaingun. Go to the end and turn left; to your right is a door (11) and straight ahead is an area full of blue potions (12).



You can go get the red Skull Key and move on, or you can go back to the door off the gallery and wade in slime; let's take a wade—it'll be worth it!

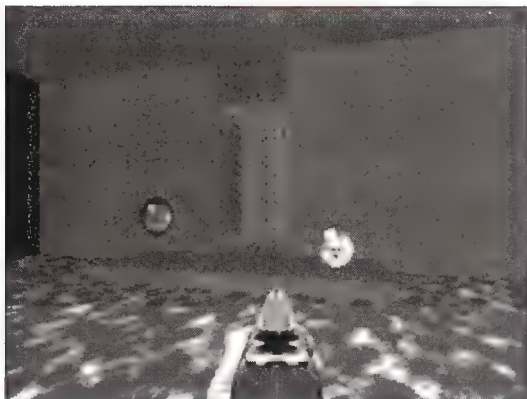
When you open the door, you'll be attacked immediately by Cacodemons and Spectres; back off and use that rocket launcher to make quick work of them.



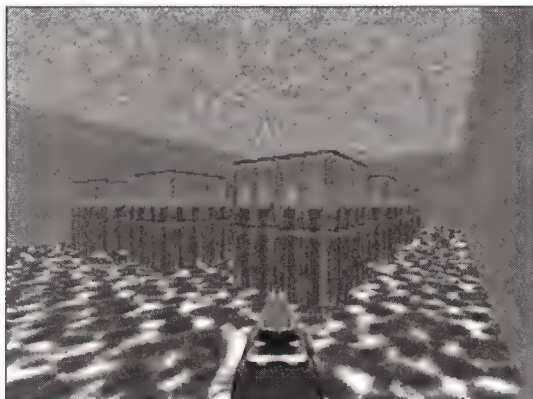
PART TWO DOOM SURVIVAL GUIDE



Tip: Don't let the Cacodemons through the door. You can slide back and forth around the corner and pick them off easily without being blasted by ball-lightning.



At the back of the murky hall are an Invulnerability Artifact and a Soul Sphere (14).



Race through the slime to pick them up and then go to the platform to the far right in the row closest to you (15).

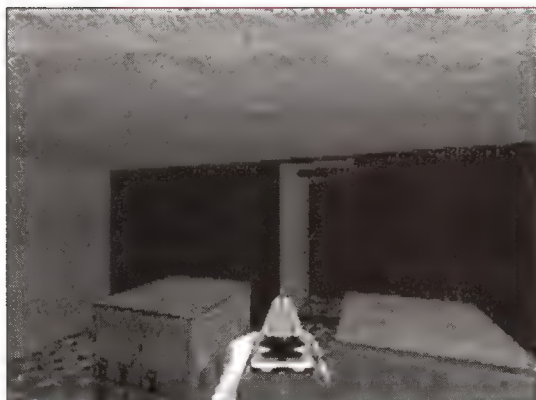
Push on the side nearest the side wall to lower it, then ride it up out of the slime.



Warning: You must jump from pedestal to pedestal to get to the next two rooms. If you're not well-practiced at Doom-leaping, Quicksave your game now.



On the left side of the room as you head toward the door is an alcove that contains three Medikits (16); take them if you need them.



As an interesting exercise, you can go to the second pedestal (17) from the door in the middle row and face toward the wall to the right of the door. Press the **Spacebar** and a door opens in the north wall, revealing a teleport terminal (18) ...



...which just takes you to the Secret Room you explored earlier (4); don't bother. Return to the gallery either by using the teleport terminal at the end of the room or by simply running out the door. Now use the elevator (12) to return to the courtyard.

The red Skull Key is across the open courtyard; beware, however. Crossing the red Skull Podium opens an Imp pen to your left (19) with lots of unfriendly baddies.



When you open the red Security Door (9), you see a killing field with two port-holed galleries open above it and an elevator at the far end (20).



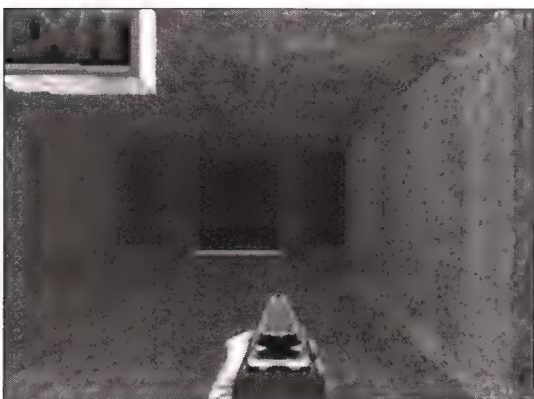
Pick off the six Sergeants in the portals and then go over to the gargoyle switch to the right (21).



Press the switch and run (using the **Shift** key) like hell to the elevator, because it will only come down to your level for three seconds. Ride the elevator to the platform. There are teleport terminals on both sides. Go into the right one (22) and travel to the right gallery.



Press the gargoyle switch in the gallery (24); it opens an Imp pen down on the killing field (25) and a monster pen on the elevator platform (26), and also opens one of two gates barring the Exit Room. On skill levels 1 and 2 you get a Spectre, and on higher levels Cacodemons enter the fray. Use the shelter of the gallery to pick everyone off.



After the slaughter, jump out of the gallery, and press the gargoyle switch and then run to the elevator once more. This time, use the left teleport terminal (23) to travel to the left gallery. The gargoyle switch in the gallery opens another Imp pen (28), a monster pen (29), and the last gate barring the way to the Exit Room. Once more, pick off the baddies using the shelter of the gallery. When you're finished, jump onto the killing field, press the gargoyle switch a third time and run to the elevator. This time the way is clear to finish the level; the Exit Room is straight ahead (30).

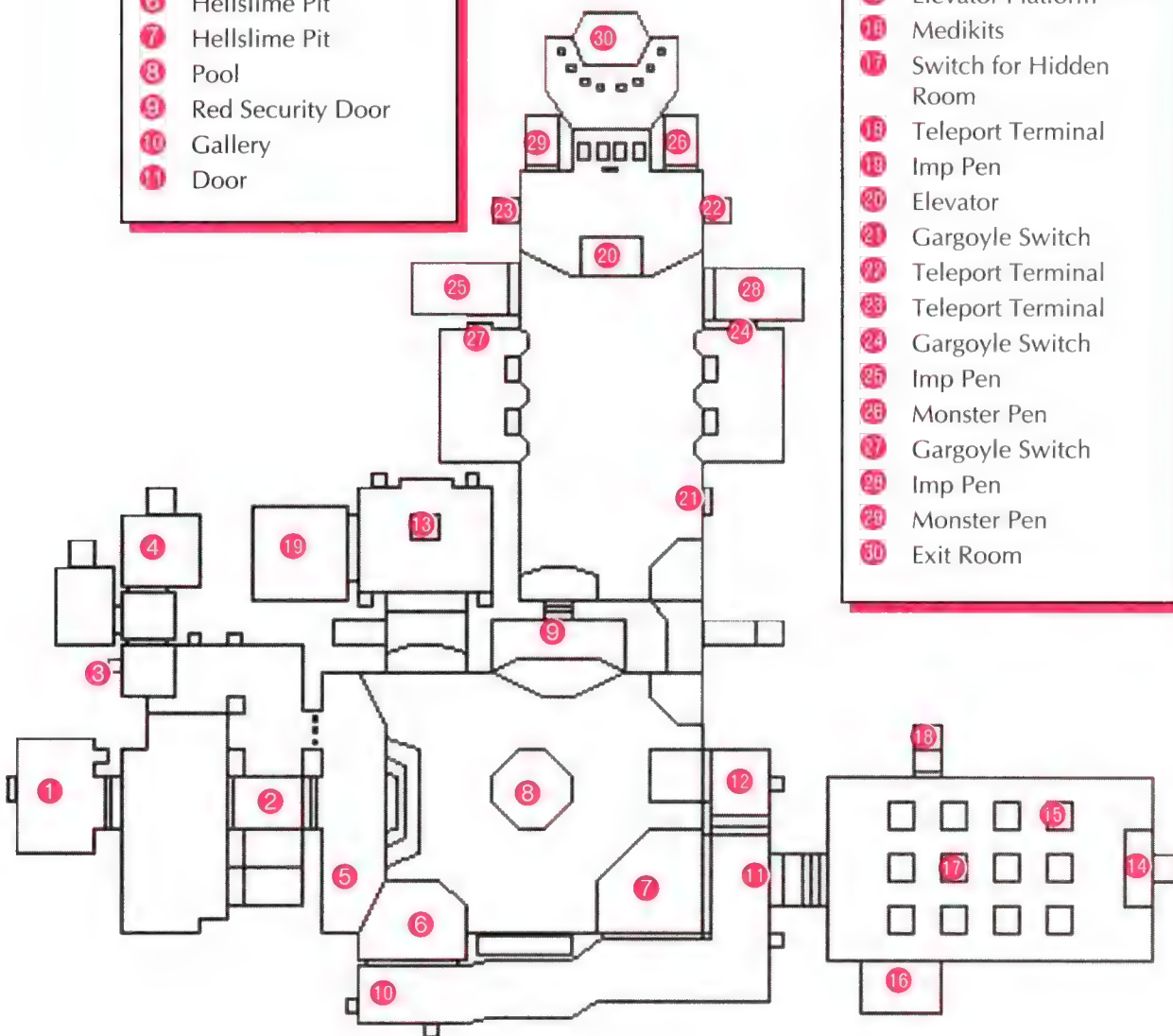
EPISODE 4 THY FLESH CONSUMED



E4M4: Unruly Evil

- 1 Start Room
- 2 Elevator
- 3 Green Torch
- 4 Secret Room
- 5 Veranda
- 6 Hellslime Pit
- 7 Hellslime Pit
- 8 Pool
- 9 Red Security Door
- 10 Gallery
- 11 Door

- 12 Blue Potions
- 13 Red Skull Key
- 14 Invulnerability Artifact
- 15 Elevator Platform
- 16 Medikits
- 17 Switch for Hidden Room
- 18 Teleport Terminal
- 19 Imp Pen
- 20 Elevator
- 21 Gargoyle Switch
- 22 Teleport Terminal
- 23 Teleport Terminal
- 24 Gargoyle Switch
- 25 Imp Pen
- 26 Monster Pen
- 27 Gargoyle Switch
- 28 Imp Pen
- 29 Monster Pen
- 30 Exit Room



E4M5: THEY WILL REPENT

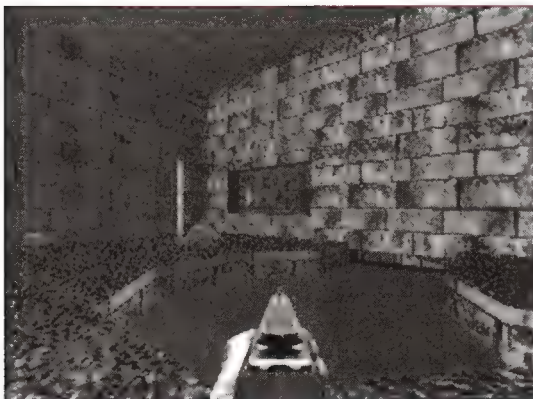
Now for something a little more challenging: They Will Repent! This level has some tricky jumps and lots and lots of slime, but you'll only face a Baron of Hell on skill levels 4 and 5. There are no Cyber-Demons or Spider-Demons, however. If you're ready, let's get killing!

From the start (1), turn left and then go to the left of the fountain (2).

On higher skill levels, a Cacodemon hangs out over the lake (3) to the right of your starting point, and can attack you from behind if you're not careful. Pick him off before you start into the level.



Tip: They Will Repent is full of barrels. One well-placed shot can cause a half-dozen barrels to go up at once like an explosion in a fireworks factory. It's an economical way of obliterating Sergeants, Privates, and Imps standing near them, but unfortunately, it isn't too effective on Demons, Spectres, or other more resistant opponents.



At the foot of the stairs is a broad room with a window into the next room, through which . . .



. . . Imps snipe and Lost Souls visit. Clear the area before opening the door (4) to the left of the window.



There are several approaches to handling this next section. One is to grab the chaingun (5) and charge down to the teleport terminal (6) . . .



Warning: There are several Lost Souls who hang out in the slime channel. Use one of the gallery supporting posts to take them out while gaining some cover from the rest of the gang.



. . . which takes you up to the gallery above the area (7). Charge around the gallery, surprising the Imps who thought they had the advantage! At the far end is a rocket launcher (8); use it, the chain-gun, or your weapon of choice to clear the area below of monsters. When the area is clear, teleport back.

Another approach to this section is to use your cover and take out the baddies in a series of close skirmishes. Choose the approach that suits your taste and skills.

- ★ **Tip:** The Chaingun is a pretty darned good weapon for fighting in this kind of terrain. It has a rapid fire rate (although it slows down as the number of monsters in a room increases), and delivers reasonable killing power against the kind of monsters in this level. You can also strafe an area and take out a bunch at once.



Return to the door to the left of the one through which you entered this section (9) and clear the area of pesky monsters. There are a few Lost Souls that can trouble you here.

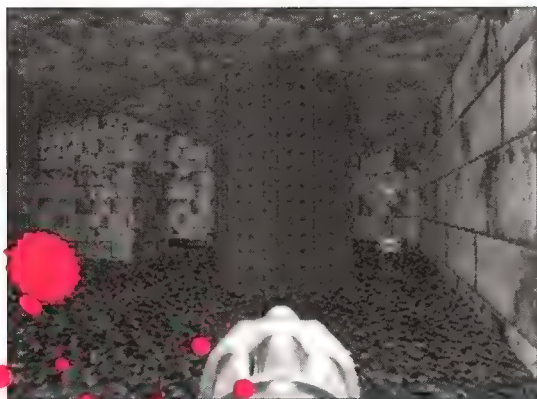
- ★ **Combat Strategy Tactic:** Try not to let Lost Souls catch you in the open. Their speed makes it easy for them to flank you before you can get a weapon on them. Keep a wall or corner at your back and make them attack from the front. Use a long-range weapon to keep them at bay; they can be killed easily by exploding barrels if they're low enough to the floor at the time.



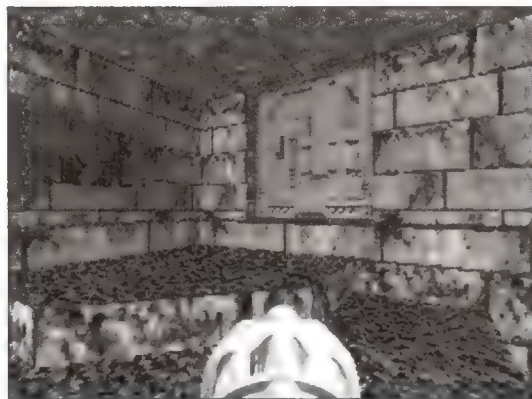
To the left of the entry door are several blue potions. After grabbing them, jump across the slime river and take the elevator (10) . . .



. . . to the red Skull Key (11) at the top of the hill. Make sure that you check each terrace along the hillside for goodies.



Jump back across the river and go over to the column (12).



The column lowers with a push to reveal a box of rockets. (If you get stuck on top of the column when it returns to the ceiling, press the skull switch to lower it again.) Now climb the hill to the red Security Door (13).



Open the door and spray the denizens with something deadly. The elevator on the other side of the room (14) is a rather nasty arrangement. When you step onto it, immediately turn right toward the exit and blast the Demon outside. Then, move out of the narrow opening and take on the Imps and Lost Souls. If you go forward about ten steps, there's a nice, rapid-fire plasma rifle (15) that works well to lay down suppression fire around the whole room.

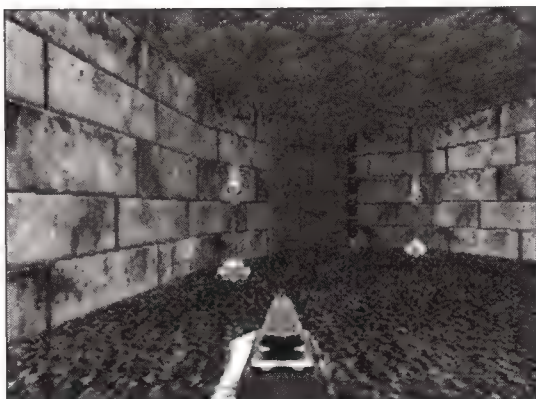


The plasma rifle's the only thing you came here for; return the way you came through the red Skull Key Room and back to the large room with the overhanging galleries (16). Turn right and ride the elevator down; be ready to use rapid fire on a bunch of sorry Privates who tend to congregate around the elevator.



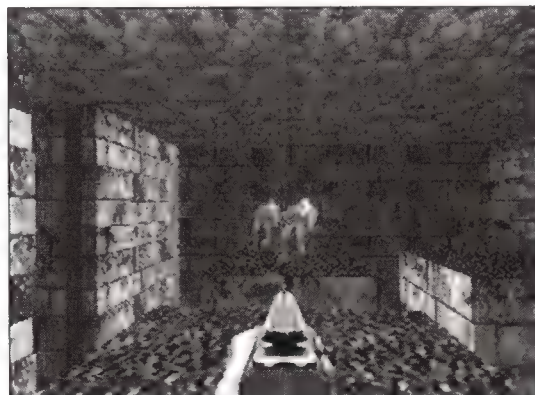
Continue on (picking up the blue potions and watching for fire from your right) to the next red Security Door (17). Open it and. . .

... pick up the half-dozen blue potions down the long hall. Watch for Lost Souls. The door at the end opens onto the blue Skull Key Room. Open the door with caution; there's a Sergeant waiting for you—and a Spectre or two ready on the other side. Grab the blue Skull Key and charge onward.



Open the next door and follow the path to the next blue Security Door, picking up rockets and Spiritual Armor along the way. (If you're on either the Ultra-Violence or Nightmare skill level, here's where you're going to meet the one Baron of Hell (19) on this level—prepare to float like a butterfly and sting like a bee!) The blue door is off to the left at the end.

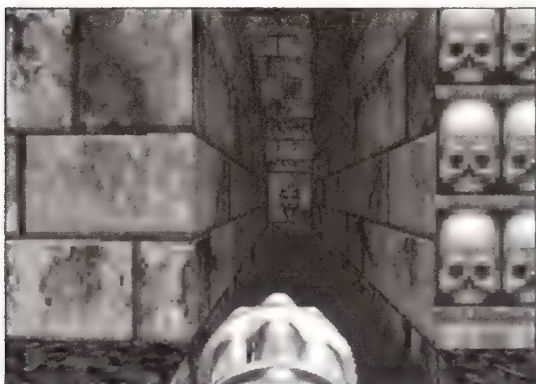
When you open the blue Security Door, you can use a single shotgun blast to take out the two Privates waiting on the platform on the other side.





Jump from platform to platform until you reach the end.

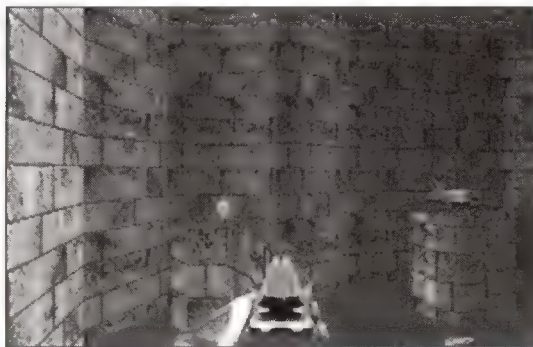
Now you must make a decision: are you trying to finish the level as quickly as possible, or are you going for all the items on the level? Open the door to join battle with a variety of beasts; this room (21) is the key to your choices.



To pick up the most goodies (including a Berserk Pack, Soul Sphere, the yellow Skull Key, and a BFG 9000), walk down the stairs to the slime moat and then wade—quickly—to your left, to the gargoye door (24).

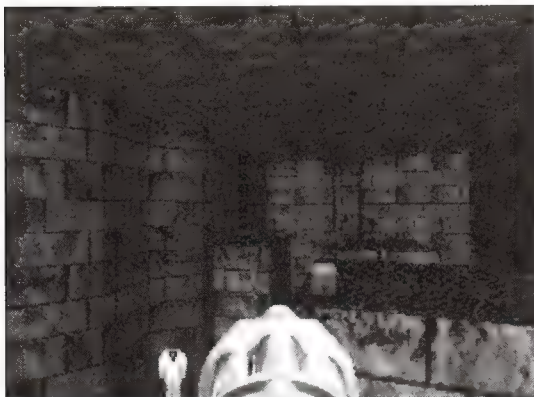


To complete the level in the fastest time, turn left and go to the window (22) to the left of the stairs leading to the yellow Security Door. To reach the Exit Room (23), jump through the window and kill off two Sergeants and a Private. That's it!



Kill the Sergeant hiding behind the door and then push the Secret Door to your left; behind it is a Berserk Pack (25). Exit the Secret Room and take the teleport terminal (26). Your teleport travel takes you to a precarious perch atop a very narrow walkway with the yellow Skull Key visible at the other end. Off to the right is the BFG 9000 (28) on another narrow walkway.

Pick your way along the walkway to get the skull key and return. You will be harassed by Lost Souls and gunfire from the Exit Room along the way; if you're knocked into the slime, you might want to go for a couple of stimpacks hidden in the corners. Run back to the teleport terminal (29) just below the end of the walkway and travel back to the last room you were in. If you complete the balancing act to the key and back, jump straight off the end of the walkway and onto the teleport terminal to go on to the end.



From the room with the Secret Door, go back through the gargoyle door to the slime moat and then back up the stairs to your right.

The yellow Security Door on your left (30) takes you to the Exit Room, but there are still more challenges awaiting. Return to the room with the series of platforms and jump off to the left of the second platform, grabbing the Rad Suit (31).



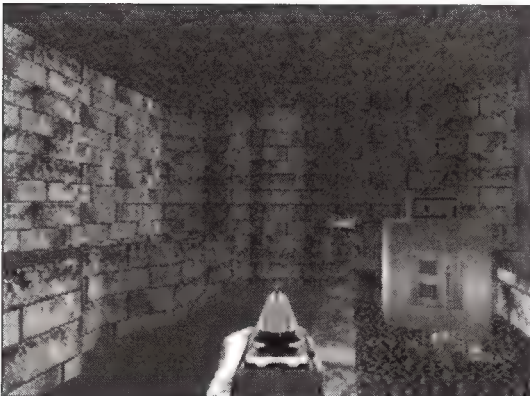
Once you have the Rad Suit, hurry to your left down a narrow slime passageway; at the end is a Soul Sphere (32).



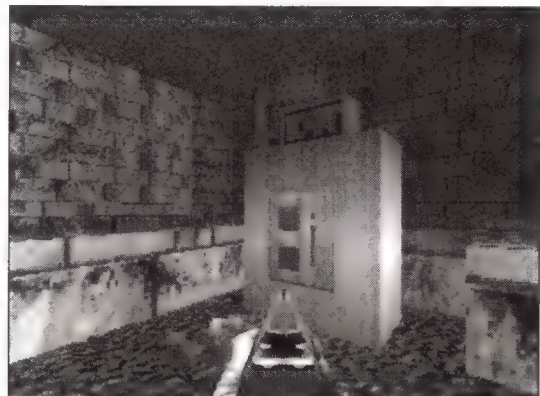


Now make your way back to the stairs that lead from the moat and return to the room with the window overlooking the Exit Room. Now for the trickiest part of the whole level. To get the BFG 9000, you must jump from the room across the moat and onto the window sill above the Exit Room.

☆ **Tip:** If you want to save your game while you're on the window sill, be sure to use the Automap at high magnification to make sure you are actually squarely on the sill; otherwise, when you reload your game, it could dump you off the ledge into the slime every time.



Then, jump down to your left onto the ledge that surrounds the Exit Room (33) . . .



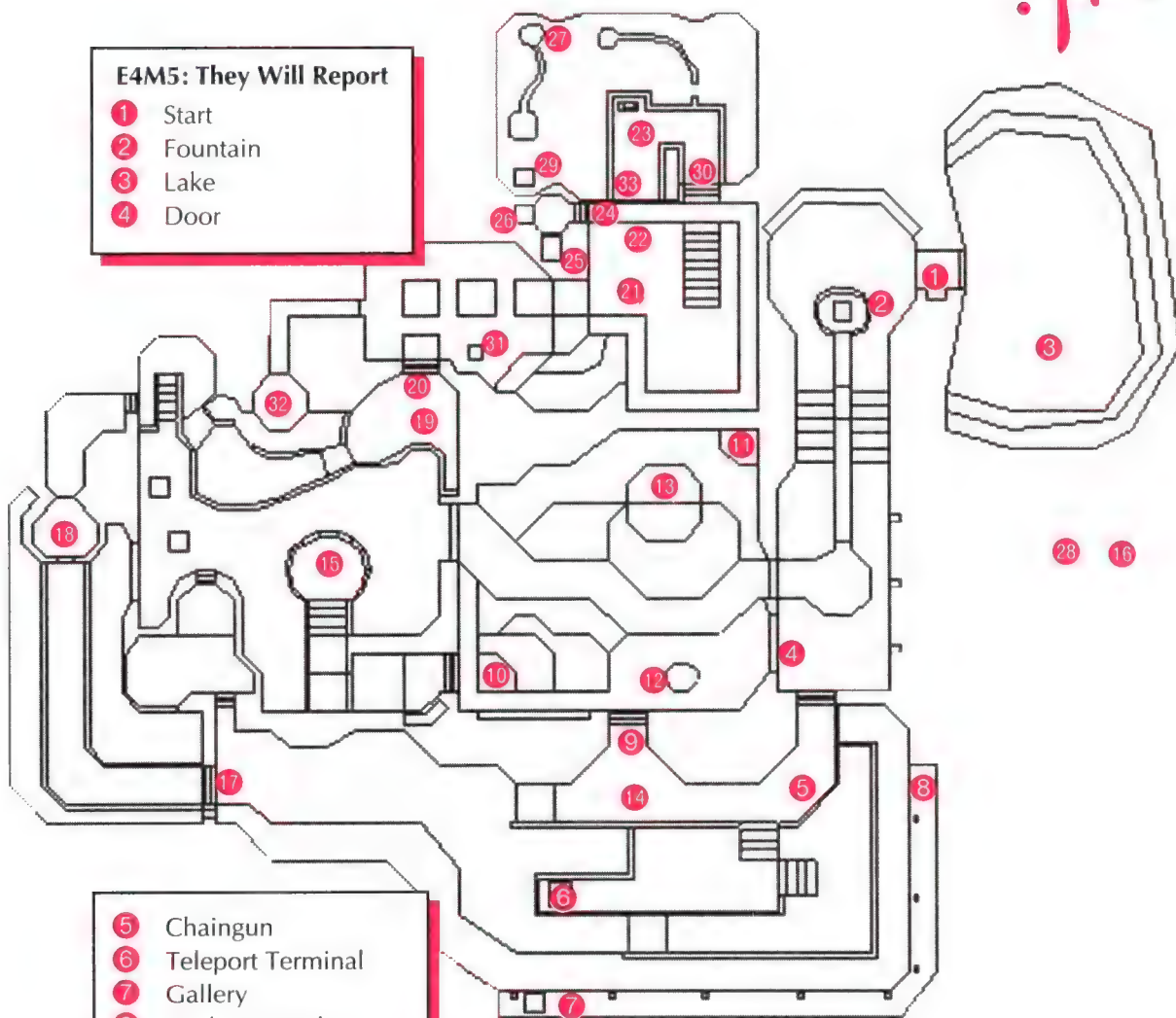
. . . and follow it around to the stub that points toward the BFG 9000 walkway. Jump across, tightrope out to the BFG 9000 and back, and then jump to the Exit Room. Finally, you can quit this level. If you get the BFG 9000, particularly, you can consider yourself as having done extremely well.

EPISODE 4 THY FLESH CONSUMED

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E4M5: They Will Report

- 1 Start
- 2 Fountain
- 3 Lake
- 4 Door

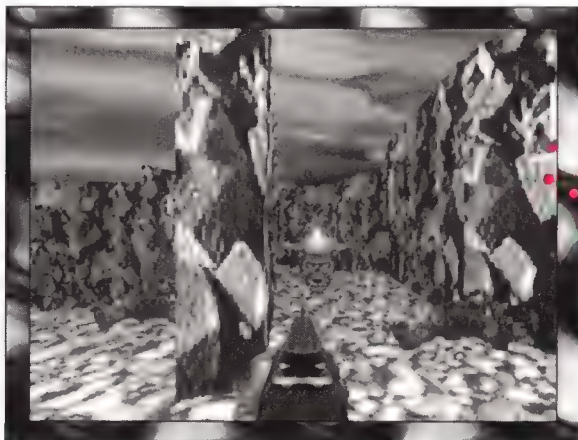


- 5 Chaingun
- 6 Teleport Terminal
- 7 Gallery
- 8 Rocket Launcher
- 9 Door
- 10 Elevator
- 11 Red Skull Key
- 12 Column
- 13 Red Security Armor
- 14 Elevator
- 15 Plasma Rifle
- 16 Room with Galleries
- 17 Red Security Door

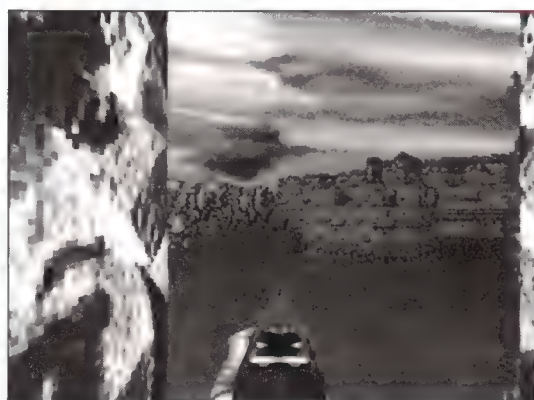
- 18 Blue Skull Key
- 19 Baron of Hell
- 20 Blue Security Armor
- 21 Room for Choices
- 22 Window
- 23 Exit Room
- 24 Gargoyle Door
- 25 Berserk Pack
- 26 Teleport Terminal
- 27 Yellow Skull Key
- 28 BFG 9000
- 29 Teleport Terminal
- 30 Yellow Skull Key
- 31 Rad Suit
- 32 Soul Sphere
- 33 Ledge

E4M6: AGAINST THEE WICKEDLY

Now, this is a level. It's got everything but car chases—a Cyber-Demon, lots of Barons of Hell, puzzles, tortuous sequences, and slime-swimming enough for the best Doomer. You start in a relatively innocuous setting, rocky canyons filled with low-level monsters to warm up your trigger finger (1).



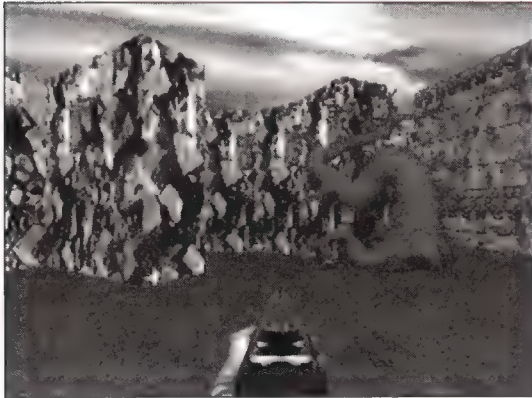
Work your way down the canyons carefully; let the various hostile monsters do battle with each other; it conserves your ammunition.



When you reach the plain, be careful to kill all the monsters, including those in the distant castle.

EPISODE 4 THY FLESH CONSUMED

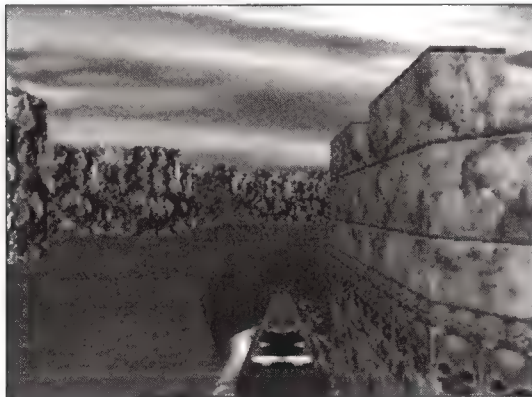
243



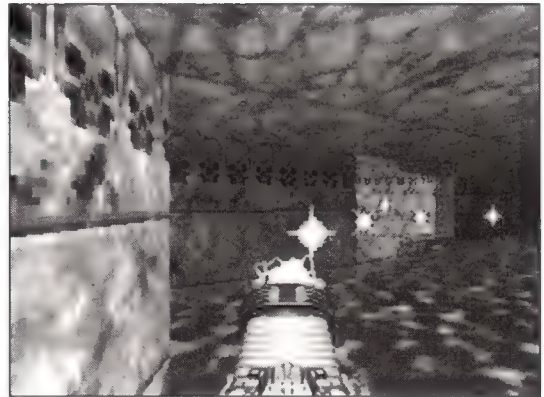
Go next to the left side of the plain and enter the second niche from the end wall (2).



Press on the wall in the center of the niche and a door will open onto a Secret Room filled with goodies, including a plasma rifle and lots of juice for it.



You exit the Secret Room from the niche closest to the wall (3). Now circle the moat and kill off any Spectres you see in the slime.

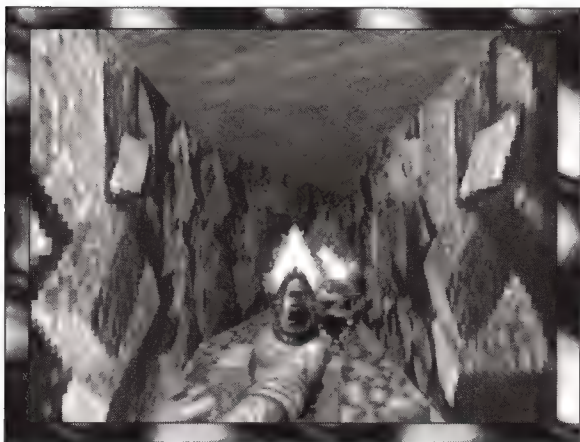


Fire up your plasma rifle and let's go hunting! Jump off the plain into the moat on the left side of the central tower (4), and charge into the building. Climb onto the outcropping on the left (5).

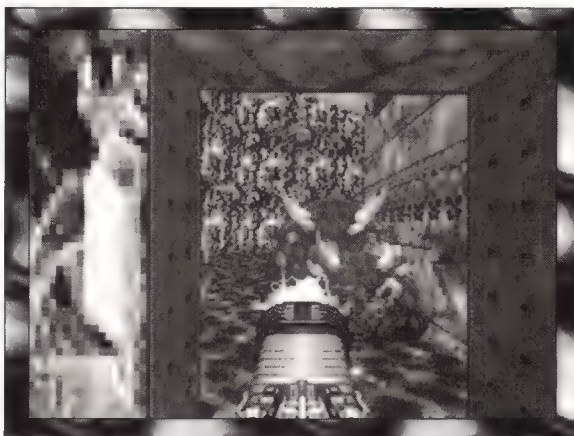
The back wall of this outcropping is a door to a Secret Room; open it and keep the fire going to blast the collection of Imps and Spectres in the passageway (6). Take the first turn to the right and collect the rockets. Use this vantage point over the central moat (7) to snipe off all the monsters you see around you on the parapets.



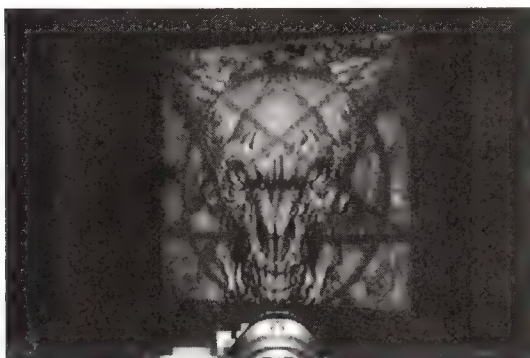
When it's all quiet on the central moat, return to the passageway and turn right; skip the metal door on your right for the moment and go on down the passageway. As you round the corner, a contingent of Lost Souls (8) greets you, but in the confines of the passageway, they can't do much to harm you. You can even do them in with a pistol.



At the end of the passageway on the left is another Secret Door (9). But when you open this one, watch out for Cacodemons. Clean them out now to keep your castle vermin-free.



Now return to the metal door you skipped earlier. Quietly open the door; there's a Baron of Hell behind it (10), but he's facing the other way and not paying attention. You can sneak in, grab the rocket launcher, and leave without him becoming aware. Then you can use the corner of the doorway for protection as you blast the trapped Baron with rockets or plasma (or both). Oh, sometimes the Spectre who shares the Baron's space takes the first few hits for him; the Baron won't go down quite as quickly as you think he should.



In the Baron's lair to the right, press the satyr switch to lower the yellow Skull Key on a platform elsewhere in the castle (11). The back wall of the lair with the lovely mural . . .



. . . is another Secret Door; open it when you're ready to lay down heavy fire. Straight ahead after you open it is a blue switch (12) . . .



. . . that lowers the bars (13) in front of the yellow Skull Key—and Baron of Hell—to your left. You can take the Baron out easily and safely with a shotgun by using the bars as cover.



Warning: Don't attempt to use high-powered weapons through the bars; you'll only take yourself out instead.

When the Baron has met his demise, use the high vantage point to take out any other monsters who have shown up in the meantime. Now it's time for a little slime swim.

In the middle of the slime pool is a tower (14) with elevators on all four sides and a teleport terminal on top. Where you travel to depends upon which elevator you use. The north elevator, on the side closest to where you are, takes you to the center of the lowest platform in front of the yellow Skull Key. The east elevator takes you to the east side of the

castle; you'll need to go there to get the red Skull Key. The west elevator takes you to the west side, where you can pick up the blue key. Finally, the south elevator takes you to the exit platform, which is guarded at the end by a Cyber-Demon.

Jump in the slime and swim to the west elevator. At the top, use the teleport terminal to travel to a small parapet (16); from here, grab the chaingun and jump to the west across another small slime pool. . .



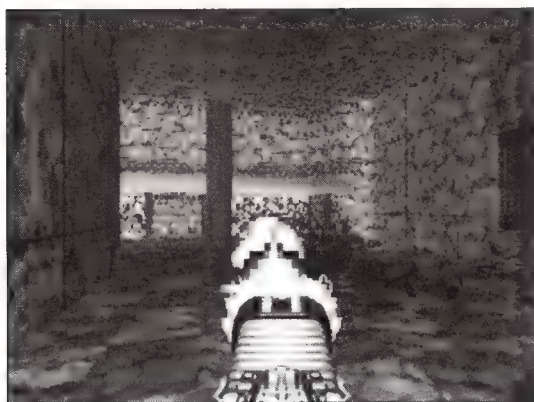
. . . then, head up the stairs and pick up the blue Skull Key. To get the yellow Security Key, return to the outcropping by jumping off the left side of the platform into the slime, then turn left again to reach safety.



EPISODE 4 THY FLESH CONSUMED



Use the secret passage to return to the yellow Skull Key area and press the blue switch (12) to lower the bars around the key.

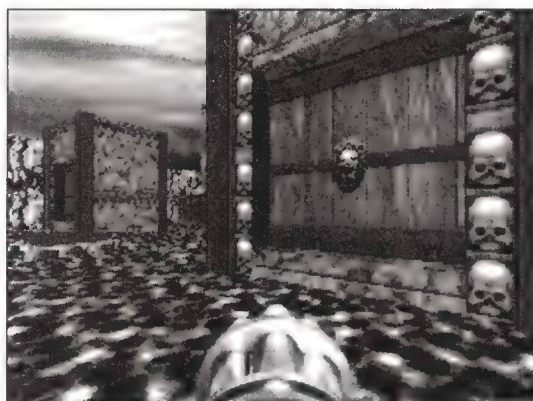
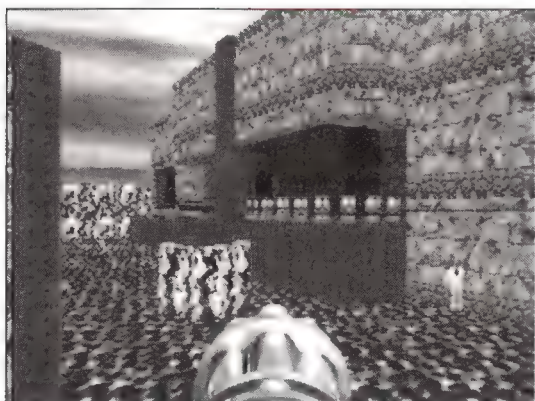


Stock up on health and other essentials while you're here. There's lots more swimming and fighting to do. Now for the hard part: jump back into the slime and use the east elevator to travel to the east side. Follow the balcony (19) around, picking up shotguns as you need them, then lay down another barrage as you enter the next room (20).

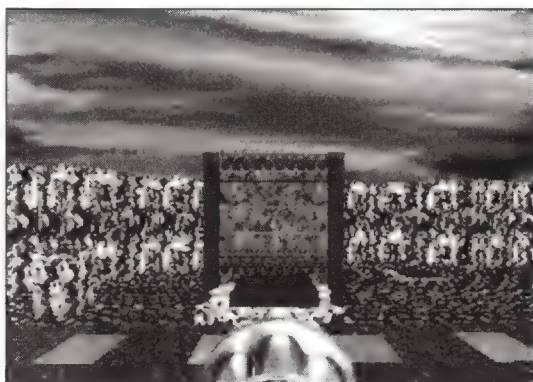
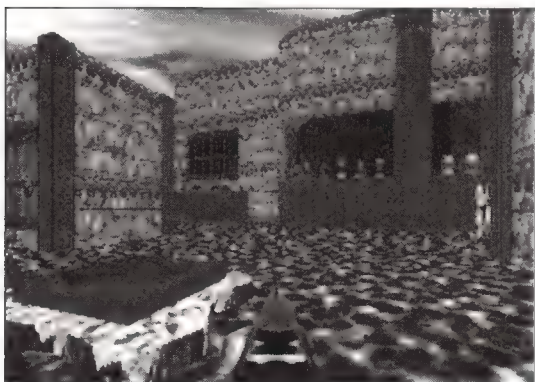


There are several baddies in the area, a number of Cacodemons who float up from the lava lake, and others who fire through the grill (21) on the right side of the room: dodge and blast 'em. You'll have to go down to the picket skull fence (22) to take out some of the monsters in the lava lake; returning from the fence trips a wire that opens a teleport terminal (23) to the left of the grill.

Note: if the teleport terminal is blocked, it's because you didn't get the yellow skull first; there's a tripwire around the key that lowers the block here.



Use the terminal to travel to the lava lake (24). There's a Radiation Suit in front of you (25) that will be mighty useful. Grab it and return to the cabin with the yellow Security Door (26).



Open the door and pound the Imp within. Then press the gargoyle switch to lower the yellow portion of the picket fence. Use the teleport terminal between the two cabins (27) to return to the fenced-in room.

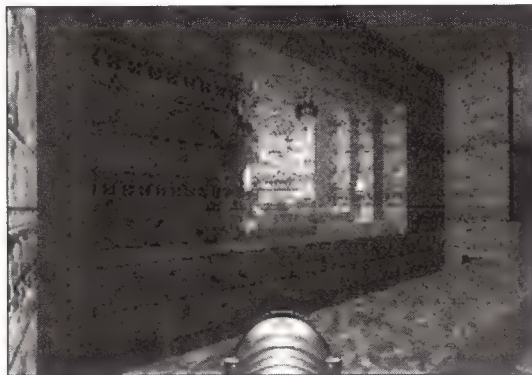
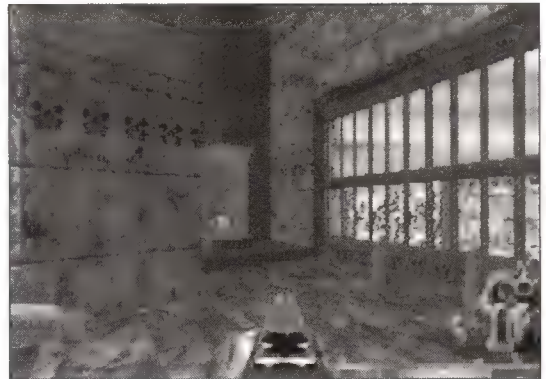
With the yellow pickets down, you can now jump onto the teleport terminal in the lava lake (28) . . .



When you travel to this area, look through the grill straight in front of you (31); lurking at the left rear is a Baron; you can take him out with a half-dozen rockets through the grill without him ever being able to fire at you.

At the end of the second hall is the red Skull Key (32), . . .

. . .and travel to the balcony (29) closest to the Cyber-Demon's den. To get the red Security Key, turn right down the long hall, (30) and then make a 180-degree turn down another hall. Watch out; this place is full of monsters up to and including a Baron of Hell. Use the posts along the walls as cover and run—and dodge—like hell if he gets too close.



. . . but taking it does several things: it lowers the portal door to the Exit Room—and the Cyber-demon—(33) and it raises three peninsulas in the slime pit (34, 35, 36); these make it much easier to get from place to place without swimming, but if you get knocked into the slime, they can also make it very difficult to get around. With the red key, you can now return

to the two cabins in the lake. Retrace your steps out to the balcony, and look carefully to your left to make sure that the Cyber-Demon is not waiting to toast you.

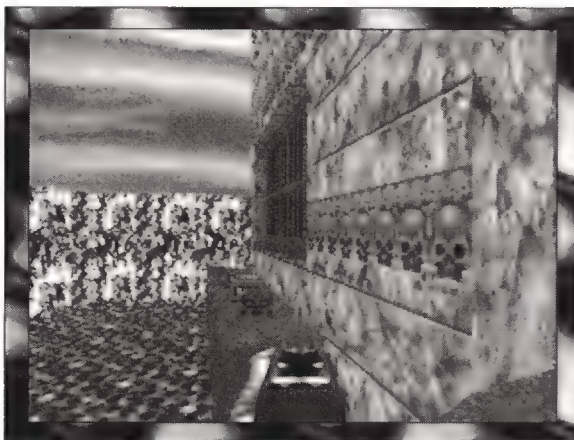


PART TWO DOOM SURVIVAL GUIDE

Now, use the peninsula to your right to return to the Picket Fence Room, then use the teleport in the wall to return to the lake. Open the red Security Door on the left cabin (37) this time. There's a second Radiation Suit to the left of the cabin and up against the back wall (38), or you can grab the one in the red cabin. Be aware, however, that there're also a Cacodemon and an Imp as well. How much time—and health—do you have?

Inside the red cabin is a lion switch that lowers the red pickets and a fence around a backpack and Invulnerability Artifact elsewhere in the castle (39). Return to the Picket Fence Room using the same teleport terminal as before.

Climb up on the ledge to the right where the red pickets were. Look along the outside of the wall and you'll see several important goodies, including a Berserk Pack and a BFG 9000 (40).

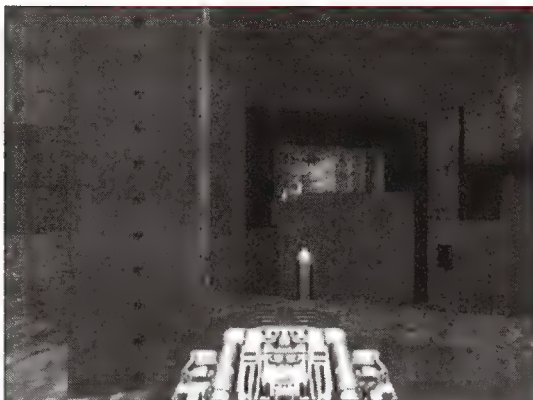


Warning: don't use the teleport terminal at the end of the ledge unless you want to meet a Cyber-Demon up close and personal.

To beat the Cyber-Demon requires two things: a BFG 9000 (or lots and lots of alternative firepower) and invulnerability. The former we have, now to get the latter.

EPISODE 4 THY FLESH CONSUMED

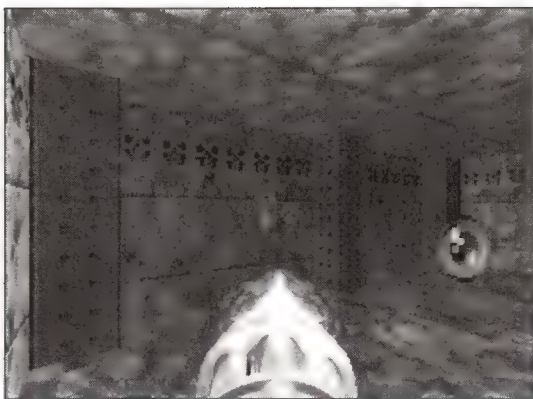
251



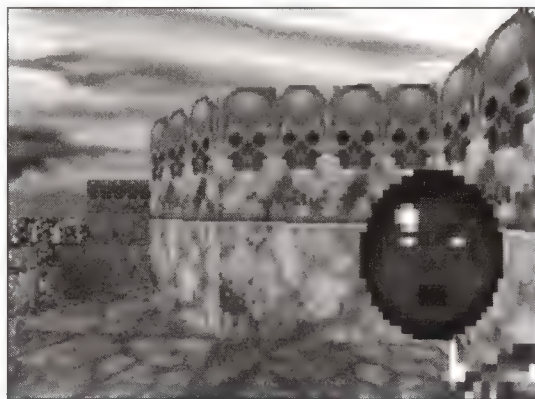
Return to the Picket Fence Room by using the teleport terminal in the lava lake and then drop into the slime in the main pool from the left edge of the balcony to get a Radiation Suit (41).



With it, you can swim over to the west elevator and travel to the west parapet. Jump into the smaller slime pool and turn left; an opening is visible in the wall (42), and beyond it is an outcropping (43) that mirrors the one we used earlier.



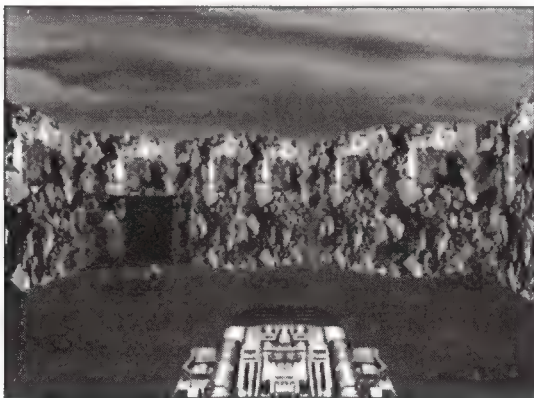
Go to the outcropping and push on the back wall to open a Secret Room. Watch out for Spectres!



Pick up the Blur Artifact (44) and then push on the wall immediately to the right of the door to lift the elevator and let you pick up a Soul Sphere (45) on the parapets.



Jump off the parapet onto the plain and then drop into the moat again where you are. Turn into the smaller opening on the right (hurry!). Follow the slime trail around until you can drop off the left side into a courtyard with a few troops on it. Blow them away and grab the backpack and Invulnerability Artifact (46) in the corner.



When you have vanquished the Cyber-Demon, take the south elevator to his lair and replenish your rocket and energy supply. And then—finally—you've won!



With Blur, Invulnerability and a BFG 9000, you should be able to take out the Cyber-Demon. Return to the main slime pool and camp down in the slime; when the Cyber-Demon shows his ugly head, destroy him. You might even try riding the south elevator up and taking him on face-to-face.



- 30 Hall
- 31 Grill
- 32 Red Skull Key
- 33 Exit Portal
- 34 Peninsulas
- 35 Peninsulas
- 36 Peninsulas

EPISODE 4 THY FLESH CONSUMED

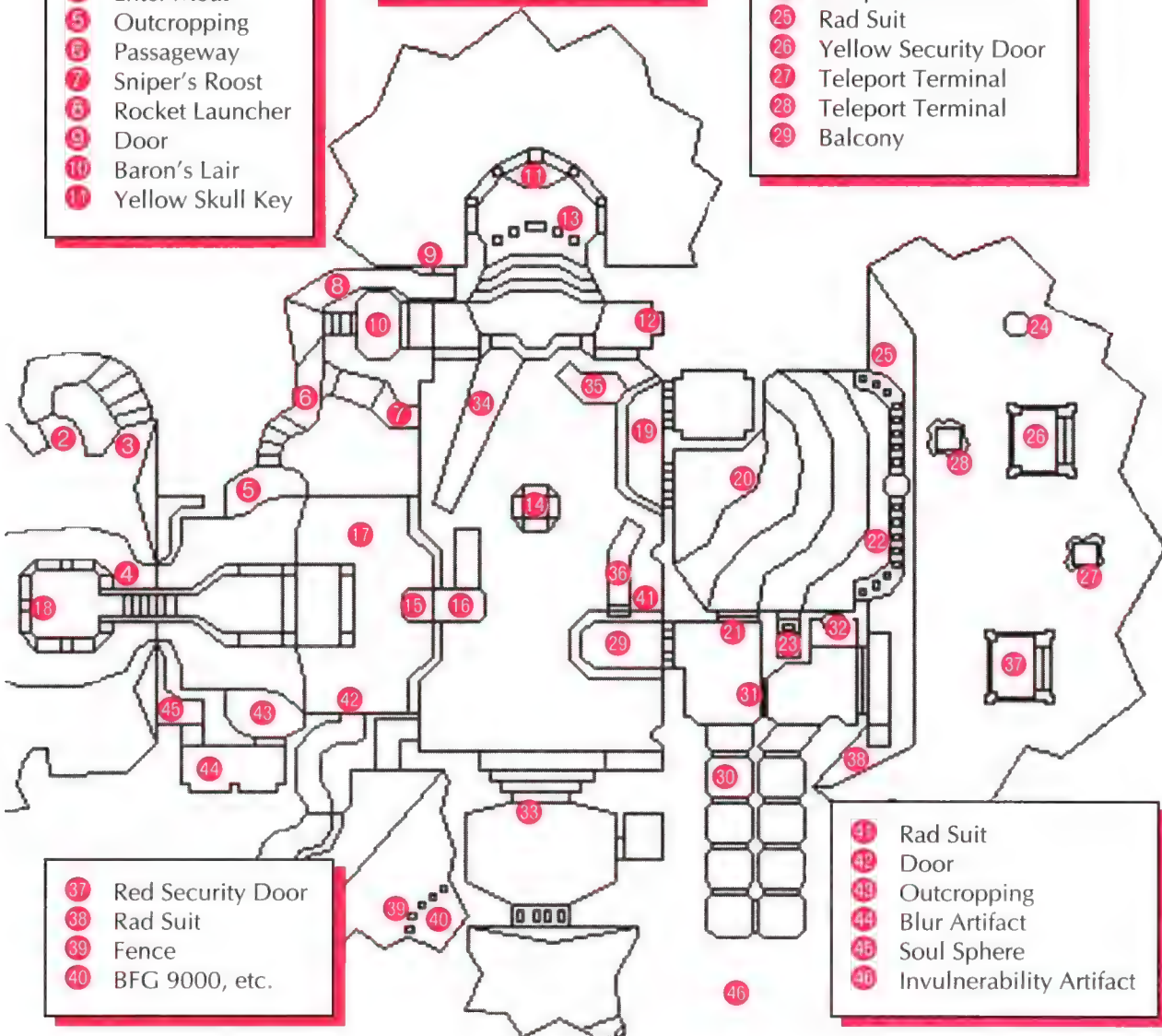
253

E4M6: Against Thee Wickedly

- 1 Start
- 2 Secret Door
- 3 Exit from Secret Room
- 4 Enter Moat
- 5 Outcropping
- 6 Passageway
- 7 Sniper's Roost
- 8 Rocket Launcher
- 9 Door
- 10 Baron's Lair
- 11 Yellow Skull Key

- 12 Blue Switch
- 13 Bars
- 14 Teleport Tower
- 15 Small Parapet
- 16 Chaingun
- 17 Slime Pool

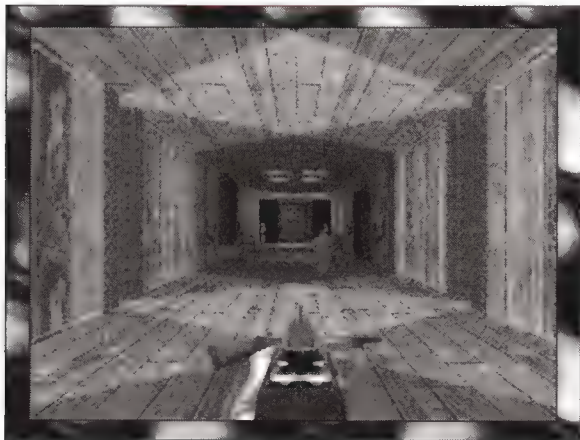
- 18 Blue Skull Key
- 19 Balcony
- 20 Picket Fence Room
- 21 Grill
- 22 Picket Fence
- 23 Teleport Terminal
- 24 Teleport Destination
- 25 Rad Suit
- 26 Yellow Security Door
- 27 Teleport Terminal
- 28 Teleport Terminal
- 29 Balcony



- 37 Red Security Door
- 38 Rad Suit
- 39 Fence
- 40 BFG 9000, etc.

- 41 Rad Suit
- 42 Door
- 43 Outcropping
- 44 Blur Artifact
- 45 Soul Sphere
- 46 Invulnerability Artifact

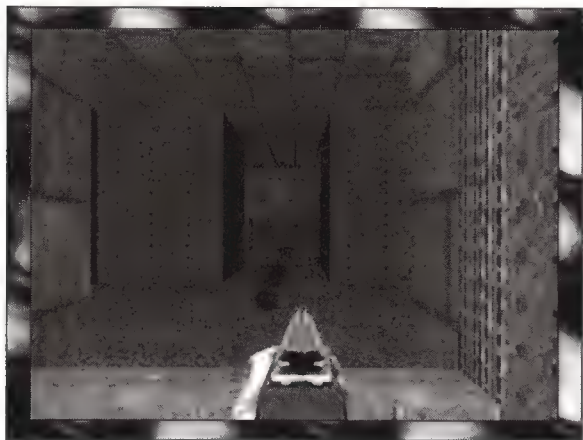
E4M7: AND HELL FOLLOWED



After level 6, And Hell Followed almost seems like a picnic! You start in the middle of a complex of crisscrossing hallways (1). In front of you are two Sergeants and a Private with their backs to you. When will they learn?

Clear the hall and then check the side halls, disposing of anyone who appears. At the first intersection (2), turn right; when you come to the next intersection (3), go to the satyr door straight ahead.

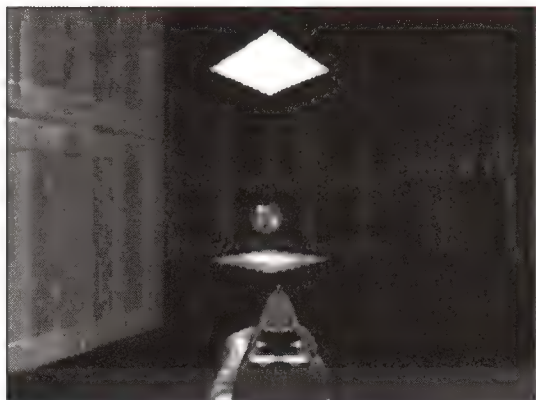
☆ **Tip:** In this level, particularly with its rectilinear construction, always check side entrances for monsters, even if you've been down that hall before.



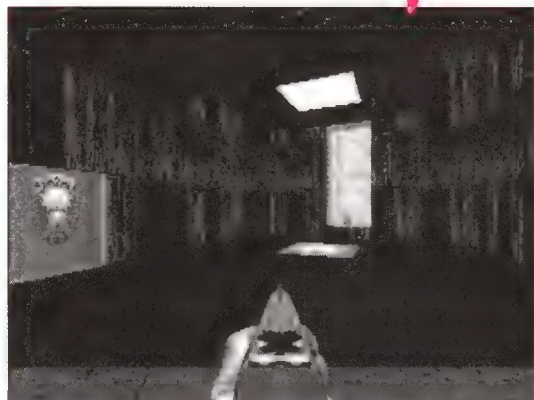
Push the door; it opens revealing blue potions and armor, but beware, it's a trap!

Behind the partition to the left is an Imp and behind the partition to the right is a Cacodemon. If you need the armor, be ready to blast. You can get the potions without triggering the beasts, however.

Just to the right of the trap as you exit is another door to the right (4). However, opposite it is a hidden door to an Imp pen, and the right-hand door opens both! Open the door and back off quickly down the hall to give yourself fighting room.



Down the darkened hall in the right-hand room are six Spiritual Armor, but watch out for a Spectre. In the room at the end of the hall is a lion switch; pressing it lowers a pedestal with a Soul Sphere on it (5) . . .



. . . another trap! Go around behind the Soul Sphere and grab it while running out of the room. Crossing the pedestal releases nine Imps who will pursue you down the dark hall, where you can pick them off easily. When the carnage is complete, return to the room and take the blue Skull Key (6).



Return to the main hall and make a right at the intersection (3). Go down two blocks and make another right (7). Ahead of you is an overlook (8) and to your left is—surprise!—another trap (9).



Hiding behind the innocent-looking pillars are Imps, just waiting to pounce on you when you go after the chainsaw. To confound them, slide over to the overlook side of the room and plink at a couple of them between the wall and the columns. Then return to the overlook.



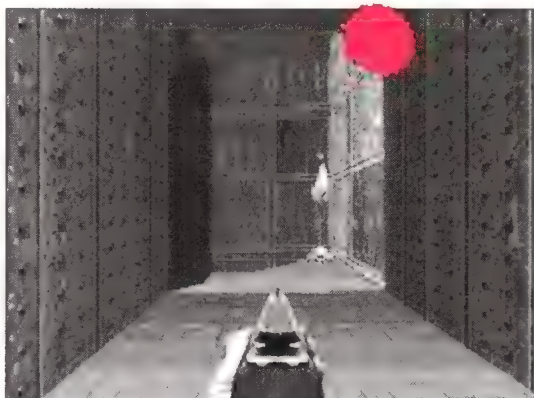
You can make your life quite a bit easier with a little preventive sniping from here at the window. In particular, you can eliminate a Baron of Hell from a safe distance, who would make your life difficult at the end of the level. Look to the platform off to your left (10), but wait to kill the Baron until he's finished killing off the other monsters he's always quarreling with.



Once you fight your way through the throng, you can collect the red skull. Push on the mural (15); it's an unmarked blue Security Door. When it opens, you find a teleport terminal (16) that takes you to the yellow Skull Key (17).



From the overlook, go straight down the hall and open the gargoyle door (11). To the right of the next intersection (12) is a plaza with the red Skull Key (13) and a Blur Artifact (14).



Once you have all the keys, you can abandon the exploration of the halls and finish the level or go ahead and take on another Baron of Hell. Quickly, here's how to beat the Baron. From the plaza make the first right (12) and open the door. Go down the stairs to the left . . .



. . . and enter the next room, shaped vaguely like a football (18). Hidden behind the walls is a monster pen with a Cyber-Demon (levels 4 and 5) or a Baron of Hell (levels 1 through 3) who will teleport to the demon picture in the middle of the floor without any warning. Go first to the right end of the room and pick up the rockets (19) there; you'll trip a wire that raises a series of posts around the room; they're useful for cover. (In higher levels, there's also a BFG 9000 near the rockets for use against the Cyber-Demon.)

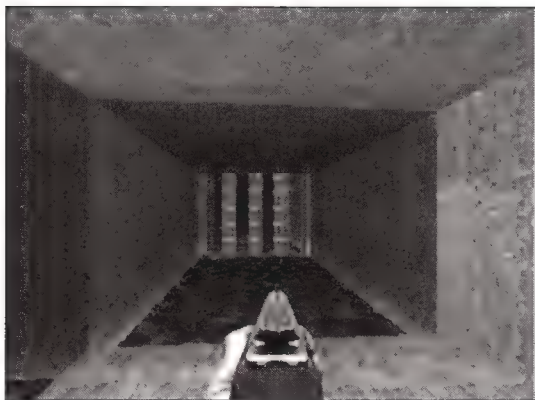
Take any combination of halls that return you to the start. North of you is a large door (22); it opens with a red Security Key. Once it's open, you're on the mêlée grounds. If you took time earlier to snipe most of the baddies off from the overlook, you have an easy time of it now. If not, well, then next time. Watch particularly for fire from the two grates on either side of the door.



Push on the wall behind the rockets (20) to open a Secret Door, then push on the left wall to open a second Secret Door and gain an Invulnerability Artifact (21). Now you're ready for a toe-to-toe with the big guy—and he usually obliges.



There are two control towers at either end of the field. The important one is the one with a blue panel visible (10).

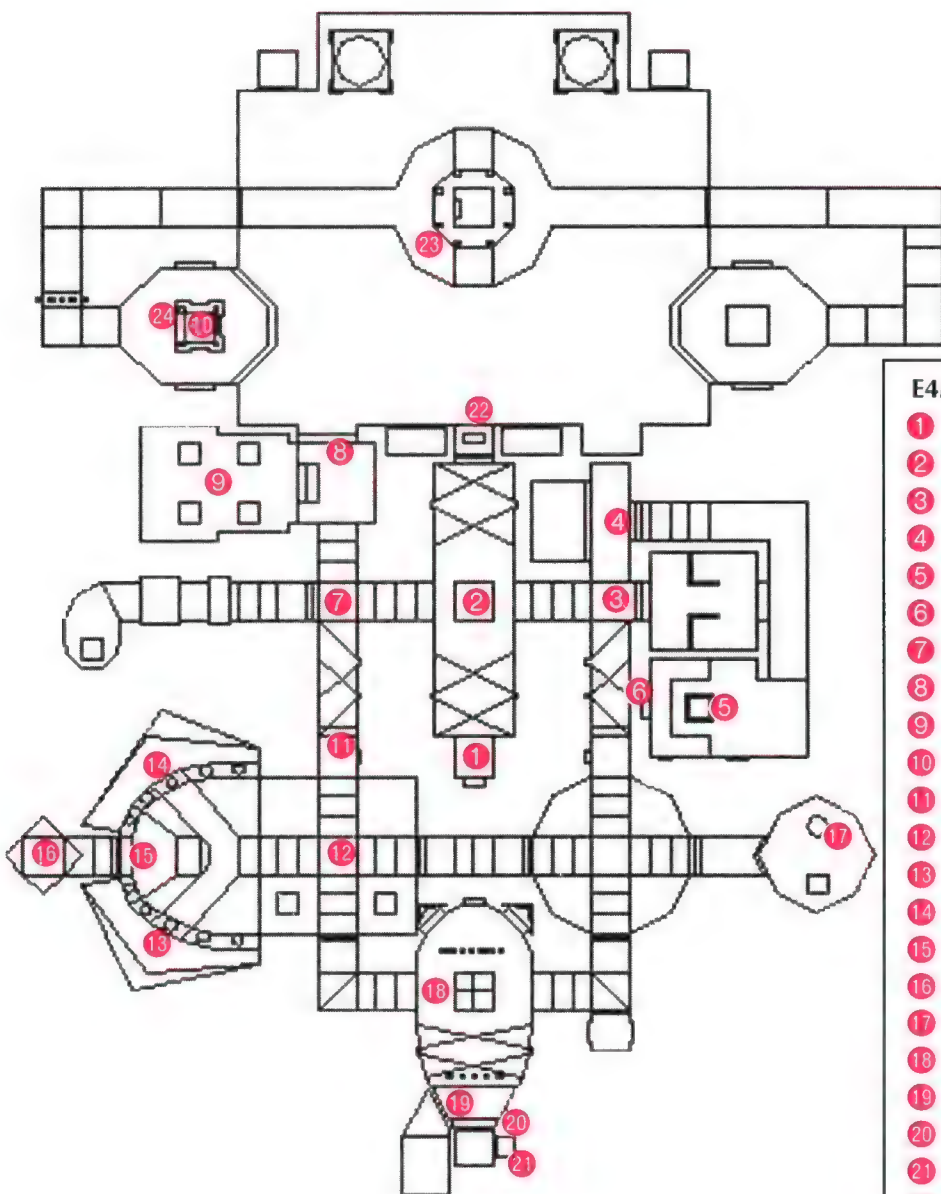


You'll have to go slime swimming again to finish the level, but there are enough Rad Suits to make it almost a vacation. From the door, go just to the left (23) of the central (Exit) platform. You'll need to clear the channel of bad guys as much as you can before starting, but once you are ready, drop down into the slime and don the Rad Suit there, then take off down the channel. At the turn there's another Rad Suit, and a red gate just beyond that.

Open the red gate and take the elevator to the platform (24). At the top is a switch that raises bridges from the sides of the field to the Exit platform. To get to it, however, you must first open a door that releases a Baron of Hell in your face! Use enough firepower and be ready for his sudden appearance.

When only a pile of jelly is left, press the switch where the Baron emerged and then jump down onto the field. Walk onto the Exit Platform and press the switch to end the level.

Note: Because of the construction of this game, you can never achieve more than 50 percent of the Secret Areas.



E4M7: And Hell Followed

- 1 Start
- 2 First Intersection
- 3 Satyr Door
- 4 Door to Imps
- 5 Soul Sphere
- 6 Blue Skull Key
- 7 Intersection
- 8 Overlook
- 9 Trap
- 10 Baron's Nest
- 11 Gargoyle Door
- 12 Intersection
- 13 Red Skull Key
- 14 Blur Artifact
- 15 Mural
- 16 Teleport Terminal
- 17 Yellow Skull Key
- 18 Football-shaped Room
- 19 Rockets
- 20 Secret Door
- 21 Invulnerability Artifact
- 22 Red Security Door
- 23 Jump in Here
- 24 Switch for Bridges



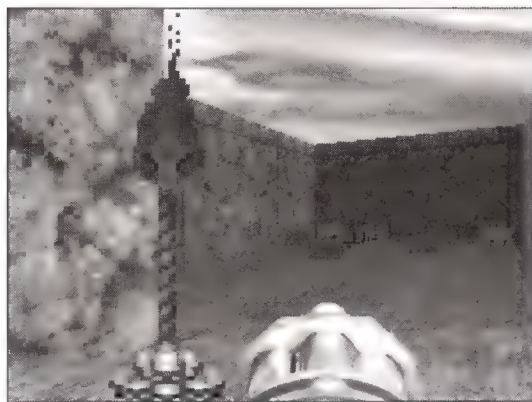
E4M8: UNTO THE CRUEL

And now the final showdown with the Spider-Demon and an enormous supporting cast of monsters. (Final, that is, except for the bonus level, Fear, reachable only through level 2.)

Unto the Cruel is not as tricky or difficult as levels 2 or 6, and has few secret areas. It does boast the largest group of evildoers of any level and the most combat as a result. It starts slow. . .until you open the first door!



From the starting point (1), you reach the first secret area by turning to your left and pushing on the poor dead guy (2) . . .



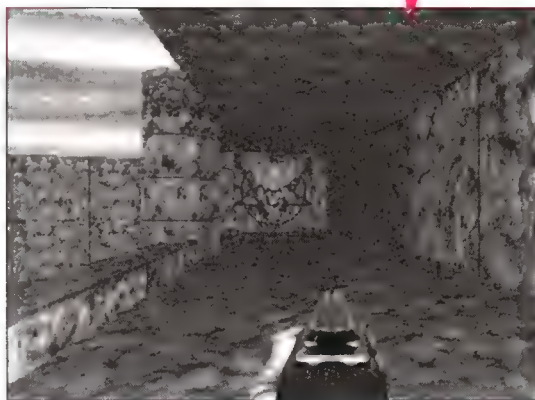
. . . which opens a treasure trove of ammo and a chaingun (3).



★ **Combat Strategy Tip:** It's no accident that you are encouraged to use the chaingun at the start; when you go down the stairs and open the door, you will be facing up to three dozen attackers. The only way to survive such a mêlée is to use a rapid-fire weapon and take advantage of the cover the closing door offers. *Doom* doesn't offer a neutron bomb—yet.



Open the door at the bottom of the stairs (4) by pressing the skull switch on the wall. Now let us spray . . .



After the shooting stops, go all the way around the gallery to your right to the demon mural (5). It's a doorway that conceals the red Skull Key, a rocket launcher, and a couple of boxes of rockets.



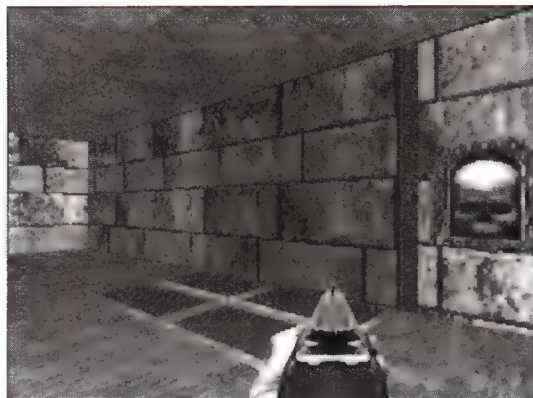
The demon mural at the other end of the gallery (6) conceals a teleport terminal that takes you down onto the field (7) for a pitched battle in the open. Watch out for the Baron who wanders about from place to place above you; he's vulnerable at a distance, so eliminate him as soon as you can.



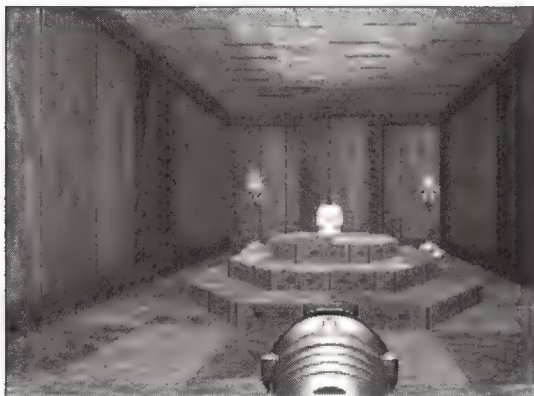
Climb the stairs to the right platform (8) and then turn right to a pool (of soothing, safe water!) (9) filled with columns topped with goodies of every type and description.



Start at the left with the backpack (10). Wade into the water and push on each column to lower it for such wonders as a Soul Sphere (11), Berserk Pack (12), and Light Amplification Goggles (13). Go back up the stairs toward the blue armor (14), and then turn left down the ramp (15).

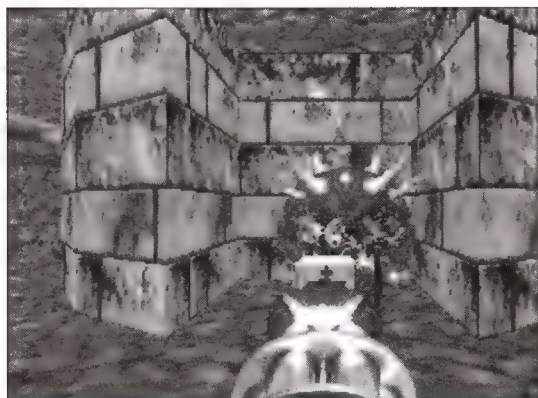
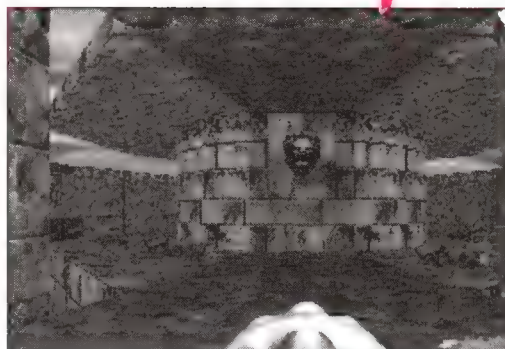


At higher skill levels, the room at the foot of the ramp may be full of monsters, or they may have wandered out and been killed elsewhere. Keep your eyes open, however. Once in the room, press the skull switch to lower the elevator next to it (16).

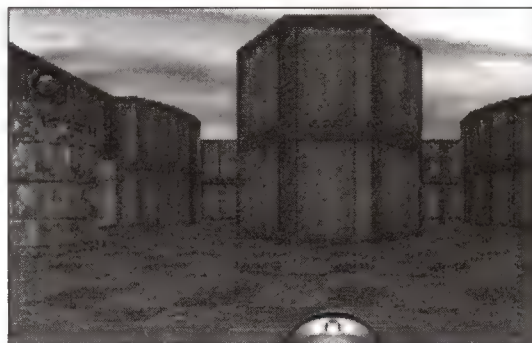


Have at least the chaingun ready; there is certain to be a crowd in the hallway at the bottom, including a Baron of Hell, of course. At the end of the hall is the yellow Skull Key (17) . . .

. . . and behind it is a Secret Door (18) to a teleport terminal that will take you to a hoard of goodies. (19) After collecting, travel back and retrace your steps up the hall to the stairs on your right. (20) Climb the stairs and watch for a cross fire at the top. Turn left and go down the next flight of stairs to find a Soul Sphere (21) and then teleport back to the middle of the gallery.



With all of the keys, you can open the doors in the platform in front of you and get to the finish line—or at least near it! On lower skill levels, three of the four compartments harbor Sergeants; on skill level 3 you'll face Cacodemons, and on levels 4 and 5 you'll have Barons to play with. The compartment with the yellow Security Door has a Baron on levels 1 and 2 and a Cacodemon on level 3.



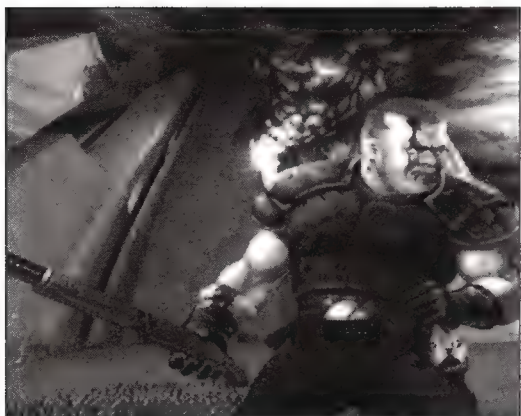
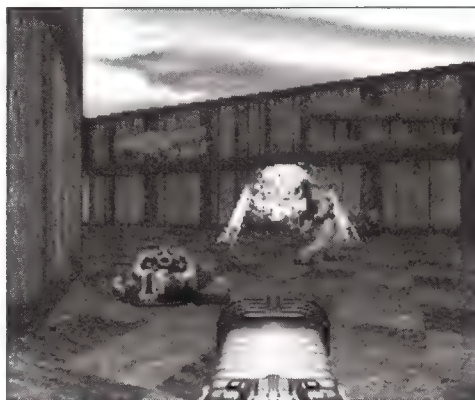
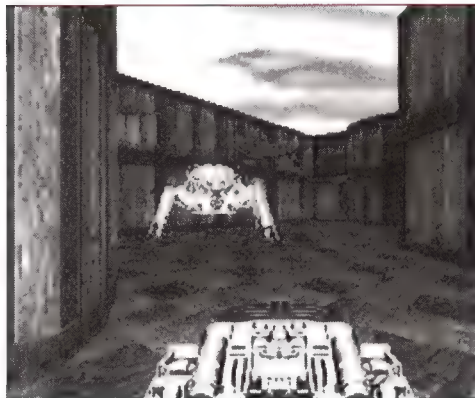
The two doors that don't require keys do not have switches inside; you may safely skip them and still reach the end. The switch in the yellow door compartment (23) builds the stairs that lead to the final showdown, and the switch in the red door compartment (24) bridges the last gap; you must open these two. If you're facing a Baron while on a narrow ledge, the best tactic is to open the door quickly and dash back to a safe distance in the gallery and then pelt him from there.

When you have the red and yellow switches pressed, it's time for the final confrontation. Cross the bridge and open the door to hell!

Waiting for you will be one Spider-Demon, at least two Barons of Hell (and maybe four) and lots and lots of support staff, such as Lost Souls and Cacodemons. Use a BFG 9000 if you have one; there's one in a Secret Room behind the Spider-Demon (25). There's also an escape route through another Secret Door (26) to the right of the door you came in. It will take you far away from the fray (21).

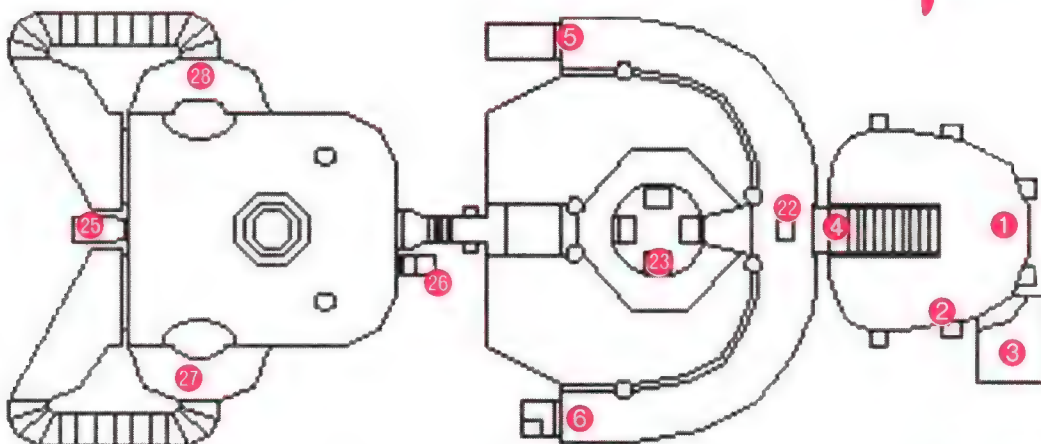
There are two Soul Spheres on top of the columns; push the columns to lower them. Don't wait around too long in one place, however.

★ **Combat Strategy Tactic:** Remember, the game is won when the Spider-Demon is dead. Go after her; hit her squarely three times with the BFG and you've won. Another familiar but successful tactic is to let the Spider-Demon and Barons fight; Spidey will win, but you won't have to worry about the Barons. Just stay under cover.



There are two ram's horn-shaped annexes to the Spider Dome (27) (28), each with two entrances. They can provide shelter and supplies, but they're also thoroughly infested with Barons, Lost Souls, and other vermin. Don't get in a fire-tossing contest with a Baron in one of the lobbies. Stay in the open behind cover and move, move, move.

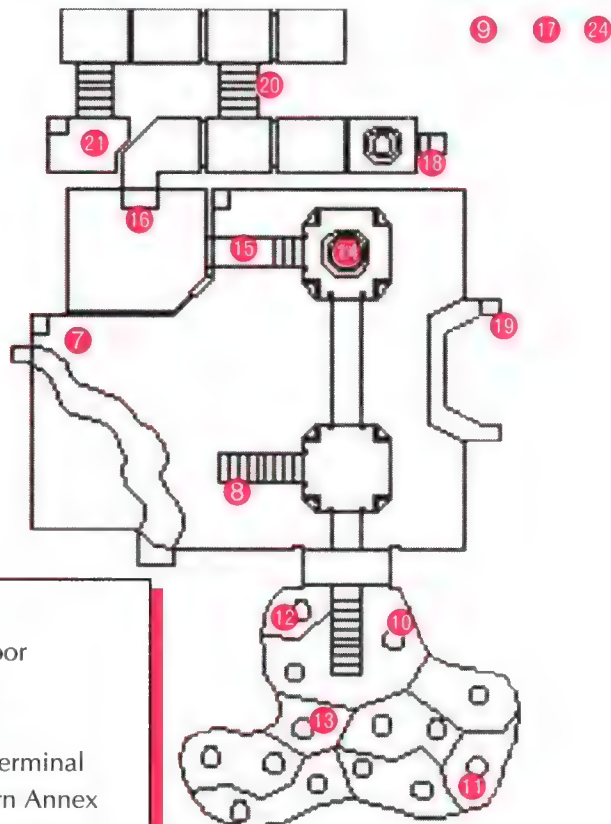
Then, when finally the center column sinks, revealing the sky below, step into it to enjoy the fruits of victory.



E4M8: Unto the Cruel

- 1 Start
- 2 Poor Dead Guy
- 3 Secret Stash
- 4 Door
- 5 Demon Mural
- 6 Teleport Terminal
- 7 Teleport Terminal
- 8 Stairs
- 9 Water
- 10 Backpack
- 11 Soul Sphere
- 12 Berserk Pack
- 13 Light Amplification Goggles
- 14 Blue Armor
- 15 Ramp
- 16 Elevator
- 17 Yellow Skull Key
- 18 Secret Door
- 19 Teleport Terminal
- 20 Stairs
- 21 Soul Sphere

- 22 Gallery
- 23 Yellow Door
- 24 Red Door
- 25 BFG 9000
- 26 Teleport Terminal
- 27 Ram's Horn Annex
- 28 Ram's Horn Annex





E4M9: FEAR

This is an odd level—it definitely fits more between the second and third levels than after Unto the Cruel. There’s a definite feeling of anti-climax, especially when after you win it sends you on to the third level! There’s only a single key—yellow—on this level and few secrets. Once you master one tricky maneuver and develop your reflexes so that whenever a door opens, you shoot automatically, you’ll have this level mastered.

F Note: Not only is there but one key, but there are only two doors that require it. Both are on a single room, the Exit Room. Keep that in mind while you play this level.



You start in a broad plaza (1) with artfully arranged shipping boxes (really!) and two large “Beirut Barricades” at your back (2). Several monsters are almost at your throat immediately: charge straight ahead up the stairs, and start firing as you open the door. Keep moving and firing and take everyone out you can see anywhere.

It’s important to keep knocking everyone off around the plaza periodically, since not only is that where most of the game will take place, but you need to be able to concentrate and balance on a narrow beam without being knocked off by a surly Imp.

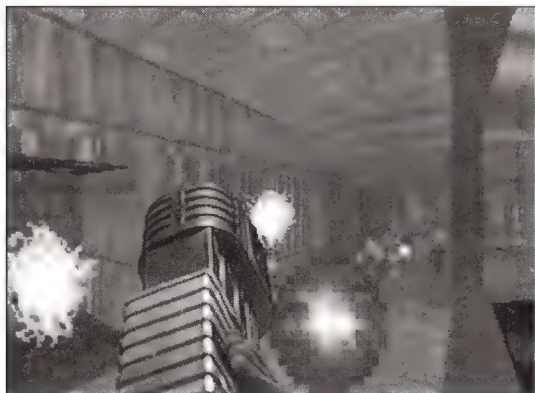
Once the plaza is cleared, you need to head south to remove the barricades. At either end of the south side of the plaza are curved flights of stairs (3) and (4) leading up to a gallery. Choose either one and press the satyr switches (5) and (6) on both sides of the broad central steps.



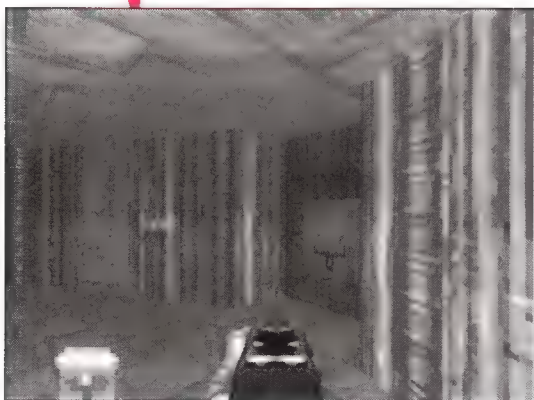


The barricades will lower. Return to the plaza and cross over the lowered barricades; turn right and go to the last gap in the tall panels before the walkway turns (7). If you look down through the gap, you will see the yellow key on a narrow wall through the water. Be sure to save your position before you try jumping for it the first time. It's a lot easier than level 2!

Jump through the gap and walk out to the key, then retrace your footsteps with it—don't jump in the water, please, and don't fall! Jump back to your starting point and make a left, then a right through the first door (8).



Go down to the gap in the wall at the end of the right side and jump onto the teleport terminal (9). You'll travel to the pavilion in the center of the lake (10). Step off the teleport terminal and step back on to be transported to the terminal (11) next to the Exit Room (12). Save your position before you make this last jump and have heavy weapons cocked in case the monsters are holding a revival around the teleport terminal.



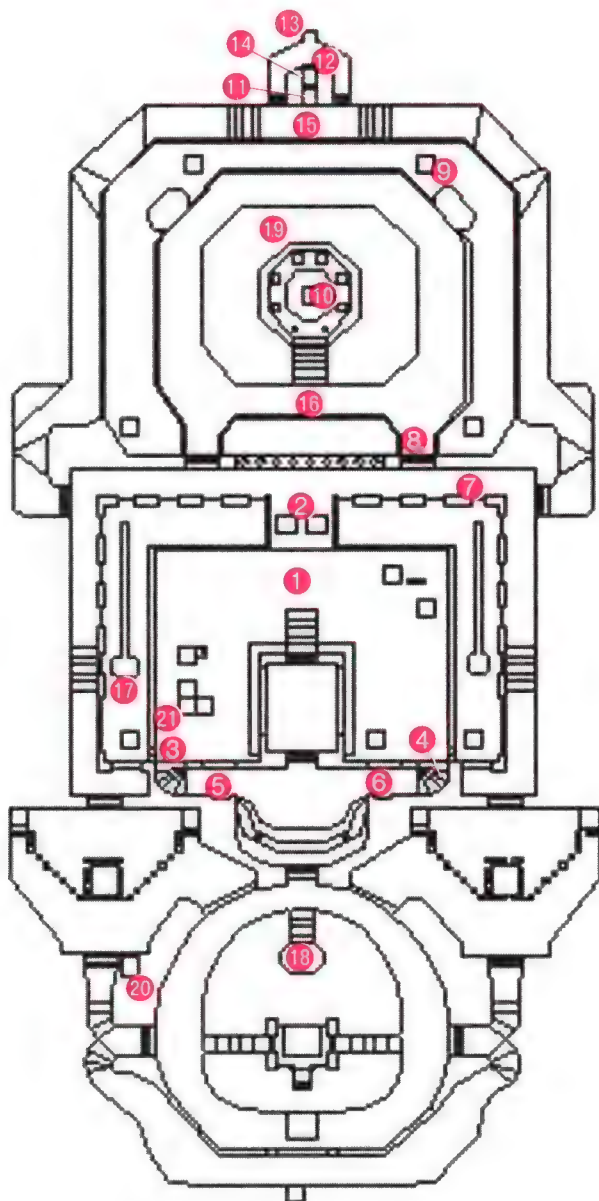
Turn either left or right from the terminal and you're ready to exit! When you open the door, a Sergeant inside tries his best to keep you out, but you can handle him! The switch is on your right (13) . . .



. . . but before you leave, open the Secret Door (14) across from the exit switch and pick up a backpack for later use.

And that's the level. There are many more rooms, many more doors, and many more monsters, but you don't need to deal with them unless you want to do so. Here are some highlights of the rest of the level if you want to do some exploring:

- All four teleport terminals in the water in the northern lake travel to the central pavilion.
- Several weapons are available around the level, such as a chaingun (15) and (16), plasma rifle (17)—use the same technique as with the yellow Skull Key—rocket launcher (18), and chainsaw (19).
- There are two dark triangular rooms with three elevators in each toward the southern part of the level. To the left of the southernmost exit from the western room is the door to a Secret Room containing a Berserk Pack (20).
- You can reach the blue armor on the boxes in the plaza (21) by climbing up the stack to the south of the armor and jumping across to the north. You can even get the plasma gun by jumping from there to the narrow walkway; it's tough, but doable.



E4M9: Fear

- 1 Start
- 2 Beirut Barricades
- 3 Stairs
- 4 Stairs
- 5 Satyr Switch
- 6 Satyr Switch
- 7 Gap for Yellow Key
- 8 Door
- 9 Teleport Terminal
- 10 Pavilion Teleport Terminal
- 11 Teleport Terminal
- 12 Exit Room
- 13 Exit Switch
- 14 Secret Room
- 15 Chaingun
- 16 Chaingun
- 17 Plasma Rifle
- 18 Rocket Launcher
- 19 Chainsaw
- 20 Berserk Pack
- 21 Blue Armor



NOTES ON MULTIPLAYER MODE

Doom is more than just a great game. It's a great game in which you can eviscerate your real-life friends. Indeed, part of *Doom*'s phenomenal appeal has been its MultiPlayer mode. People everywhere are getting fired from jobs for obsessively jamming company networks with Deathmatch sessions. Is that great? Yes, it is.

So let's discuss MultiPlayer mode. Remember, this is a *strategy* guide. I assume you can boot the game. If you can't, go to *Doom*'s excellent documentation. Everything of a technical, set-up, or get-started nature can be found there. (Of course, if you're really stuck,



call id Software's technical support line at 303-339-7111, or check the many BBS forums on the game—like **GO GAMERS** on CompuServe.)

Anyway, while all those other guys are messing with their CONFIG.SYS files and such, let's look at a few combat strategy tips for MultiPlayer sessions.

DEATHMATCH MODE

Let's talk about the fun mode first, OK? Sure, it feels warm and fuzzy to have someone watching your back in the midst of a mega-monster mêlée. But good killers are loners at heart . . . and anyway, it's kind of fun to match wits with something other than a brainless Demon for once. Remember, mental stimulation is good. Look what it did for all those guys (and the gal) on the Supreme Court.

BE UNPREDICTABLE

This one goes without saying, but I'll say it anyway. In Deathmatch mode, it's as much a psychological war as anything. Cunning, patience, and unpredictable behavior can put you on your unsuspecting buddy's tail . . . or him on yours. Move relentlessly one session, then (if you have enough firepower) stay put the next. Stick to the walls. Slide laterally around corners, finger on the trigger. Hide in the dark rooms and plan your ambush. Leave a few monsters unkilld here and there, then hide and listen for the combat sounds of your opponent's approach. Lure him into monster mêlées to weaken him. Don't wear underwear on Wednesdays. Keep everybody guessing about your sanity, including your loved ones.

KNOW THY TERRITORY

It also goes without saying that good Deathmatch soldiers have mastered the art of *Doom* combat—in particular, they know how to move laterally while shooting with relentless precision. But they also know the lay of the land. This is critical. If you hope to have a chance against an experienced

Deathmatch player (or ever hope to become one yourself), you need to memorize those levels. If you can't find the good weapons, the good armor, the good power-ups . . . well, what good are you?

GRAB THOSE FAST GUNS

Your basic Deathmatch opponent can move like lubed lightning—remember, human guys are much faster than any other type of guy in *Doom*. So slow weapons like the shotgun can be quite frustrating in a firefight. Even the stately BFG 9000 can be a liability. It might be good in an ambush, for that first shot before the opponent knows you're lying in wait. After that, switch to something with a faster rate of fire.

For this reason, many Deathmatchers swear by the plasma rifle. Chainguns are nice, too.

COOPERATIVE MODE

Amazingly few of my friends play *Doom* in Cooperative mode . . . but then, those're my friends, God love 'em. Maybe you live someplace where people are happy and helpful and enjoy cooperation. I don't know. Oregon, maybe. If so, here are some tips for you, you bunch of wimps.

THE STRONG WALK POINT

Armor inequities are inevitable in Cooperative mode. When you come to a blue Combat Armor vest, for example, only one of you can use it, right? If you're the lucky one, then you owe it to your buddy to lead the charge into new areas.

"CHATTING" IS NOT AS WUSSY AS IT SEEMS

In fact, communication is critical to combat success. (Even Marines know that.) You should set overall strategic objectives right up front—for exam-



ple, “First, let’s target the northeast slime pool, so we can get the BFG 9000.” Then en route to the target, keep talking about specific tactics for each impending situation. Obviously, as in Deathmatch mode, it helps to know each level cold, so you can set your goals intelligently.

DON'T SHOOT EACH OTHER

OK, another obvious point. But this can be a real problem in some of the more frenetic monster mêlées. In a wild fight, the back-to-back technique works best, as long as you stay disciplined and count on your buddy to keep your tail covered.

SOMETIMES IT'S OK TO BE A WORM

Worm as in *bait*, that is. Many situations scream for a screaming decoy. If a tripwire triggers open a particularly vicious monster pen ahead, send the most armor-clad of your group running across the trigger to attract the beastly ire. Then whoever stays back can nestle in behind the mutant meat and nail some from the rear. Once they turn their attention to you, your buddy can re-enter the fray and blast them from the other side.

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